PlayStation

PAL

KONAMI®

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

PlayStation®

Precautions

• This disc contains software for the PlayStation™ home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation™ specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation™. • Read the PlayStation™ Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation™, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos.

NOTICE

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SLES-01370

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

HISTORY

WHAT IS "MG" METALGEAR? The Original version of MetalGear first went on sale in 1987. This game was born from the notion that "Fighting alone does not make a game. Advance while hiding from your enemy!!". MetalGear was the first game to use stealth rather than out and out shooting action to redefine gameplay. MetalGear had a huge impact on game players and manufacturers alike at a time when the conventional wisdom was to create action games in which all you had to do was shoot the bad guys. Not only was it a new and original game system, but its story, full of plot twists and intricate human drama, garnished great praise from the critics and made it into the great hit that it was. The sequel, "Solid Snake", released later, also received high praise and the series continued to be widely discussed as a visionary masterpiece. There have been an ever-increasing number of demands to update it for PlayStation. The advent of PlayStation technology allowed Hideo Kojima, the games original creator to realise his vision of a fully interactive 3D world for MetalGear. Konami is proud to present the latest instalment in that vision. **MetalGear Solid**.

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OUTER HEAVEN

Outer Heaven Revolt — 1995. A small, but powerfully armed nation called "Outer Heaven" is suddenly active deep in South Africa. NATO soon learns that they are at work designing a nuclear-equipped walking battle tank called "MetalGear", and they send in one of their best agents, Grey Fox to investigate. However, after Grey Fox is taken hostage things become desperate and NATO is forced to send in the newest member of FOXHOUND, an untried agent named Solid Snake. Snake is successful. He rescues Grey Fox and forces the surrender of Outer Heaven but just as he is planning his escape, one man stands in his way. It's the commander of FOXHOUND itself, Big Boss!

He has masterminded a large-scale mercenary operation in Outer Heaven and controls all of it with an iron fist. Big Boss had intentionally plotted that NATO would send its most inexperienced agent, Solid Snake. He did this through spreading misinformation to the West, but he seriously miscalculated. Solid Snake unravelled all his carefully laid plans leading himself to the inevitable final showdown with his nemesis; Big Boss. After a fierce battle in which Big Boss is defeated, Snake emerges victorious as Outer Heaven burns around him.

From "MetalGear"

1999 Zanzibar Riot — In 1999, Dr. Kio Marv, inventor of the oil-refining microbe, OILIX, was taken hostage by Zanzibar, a heavily armed nation in central Asia ruled by a minority ethnic group. Zanzibar was planning to gain political and military hegemony over a world suffering under the cruel weight of a world-wide energy crisis. Roy Campbell, commander of FOXHOUND called Solid Snake, now in retirement, back to active duty to infiltrate Zanzibar and recover Professor Marv.

Solid Snake made it past Zanzibar's impressive steel wall and penetrated deep into the interior of its secret base. There he once again destroyed MetalGear, which had been re built after being transported from Outer Heaven and defeated Grey Fox, the former member of FOXHOUND and now leader of the Zanzibar mercenary corps.

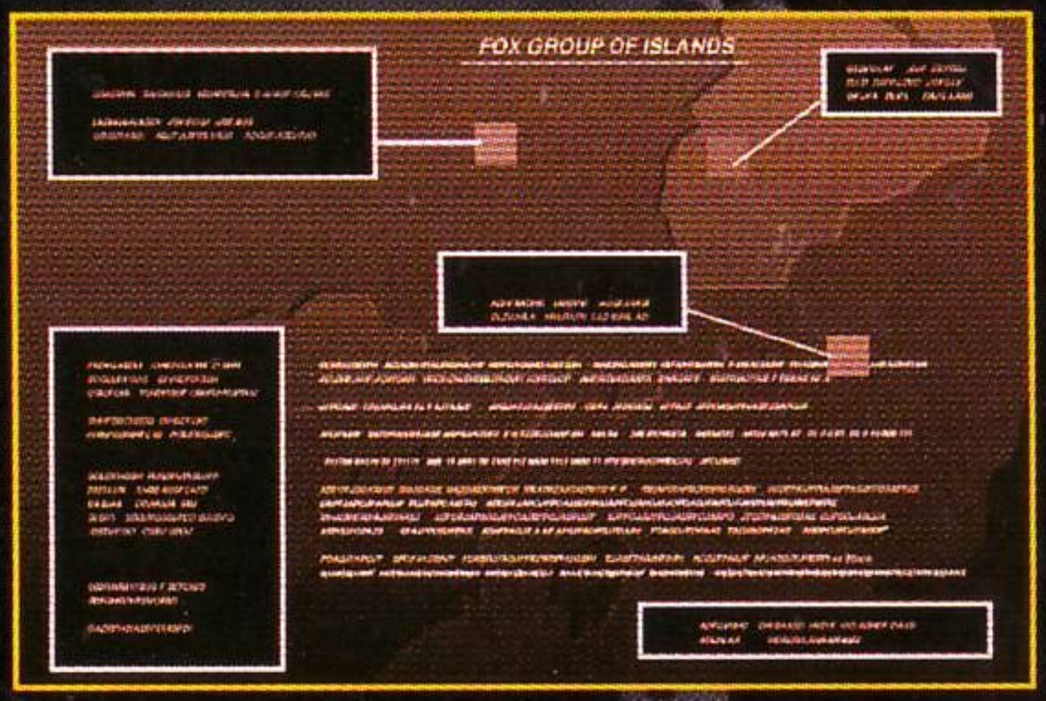
He was also successful in retrieving the OILIX manufacturing process. Finally, he came face to face with the man who was pulling all the strings in Zanzibar, Big Boss!

He had survived the battle in Outer Heaven and created Zanzibar in order to make a world rife with conflict and war, a world in which soldiers such as him would always have a place. After defeating Big Boss for the second and final time, Snake gave up on war and retired to the peaceful Alaskan wilderness.

From "MetalGear 2: Solid Snake"

AND SO IT WAS AT THE BEGINNING OF THE 21ST CENTURY...

The nuclear weapons disposal facility on Shadow Moses Island in Alaska's Fox Archipelago is attacked and captured by Next Generation Special Forces led by members of FOXHOUND. The terrorists have got their hands on hundreds of nuclear warheads and they're demanding that the government turn over the remains of Big Boss. They warn that if their demands are not met within 24 hours, they'll launch a nuclear weapon. Solid Snake is once again called back to duty in a top-secret mission to deal with the greatest terrorist threat the world has ever seen. His mission is to first single-handedly infiltrate the nuclear weapons disposal site and rescue the two hostages, DARPA chief Donald Anderson and the President of ArmsTech, Kenneth Baker, and then to eliminate the terrorists and prevent a nuclear launch. The time limit is 24 hours. Once again, Snake heads to battle...alone.



[INFILTRATION]

"INFILTRATE WITHOUT BEING SEEN BY YOUR ENEMIES"

You're Solid Snake and you've got to single-handedly infiltrate the nuclear weapons disposal facility, which is being occupied by a group of terrorists. If the enemy spots Snake, they will call in reinforcements and go after him. You can't win in a firefight against superior numbers, so try to avoid unnecessary battles whenever you can.

[MISSION OBJECTIVES]

[DARPA]

SNAKE HAS TWO PRIMARY MISSIONS:—

1 Infiltrate the nuclear disposal site. Determine the nuclear launch capabilities of the terrorists and prevent a launch at all costs.

2 Rescue the DARPA Chief and the ArmsTech president. Both are being held as hostages.

DARPA — When the game begins, your first goal is to rescue the DARPA Chief.

STARTING THE GAME

1. Insert the "MetalGear Solid" Disc 1 into the PlayStation and turn on the power.
2. After the Konami logo appears, the title demo will begin. Press the O Button or the Start Button to bring up the title screen.
3. Press the Start Button during the title screen and the game menu will appear. Press up or down on the Directional Button to highlight your choices and press the O Button to select each menu options.
4. When playing the game for the first time, select "New game".

[NEW GAME] Select this to bring up the Data Difficulty Screen. After you select the difficulty, the game will begin from the beginning.

[LOAD GAME] Select this to bring up the Data Selection Screen. After you select the data, the game will begin from the point at which you saved. (See p2.0 "Saving and Loading").

[OPTION] Select this to change the various settings. (See p2.7 "Briefing and Options").

[BRIEFING] Select this to play the briefing. (See p2.7 "Briefing and Options").

[SPECIAL] Select this to see information on your previous operations as well as other information.

[VR TRAINING] Select this to do VR Training. (See p2.8 "VR Training Mode and Special").

*Note: It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

CHANGING DISCS

THIS GAME USES TWO DISCS.

When the DISC EXCHANGE SCREEN is displayed, exchange the discs following the instructions on the screen. If you have DISC 2 save data, you can only start the game from DISC 2.

[ABOUT THE DISC ICON]

If the PlayStation's working environment is unsuitable or if it has been in operation for a very long time, the DISC may not read properly. When the DISC continues to read improperly for an extremely long time, the DISC Icon may appear on the screen. When this happens, we recommend that you interrupt the game and turn the power off temporarily.

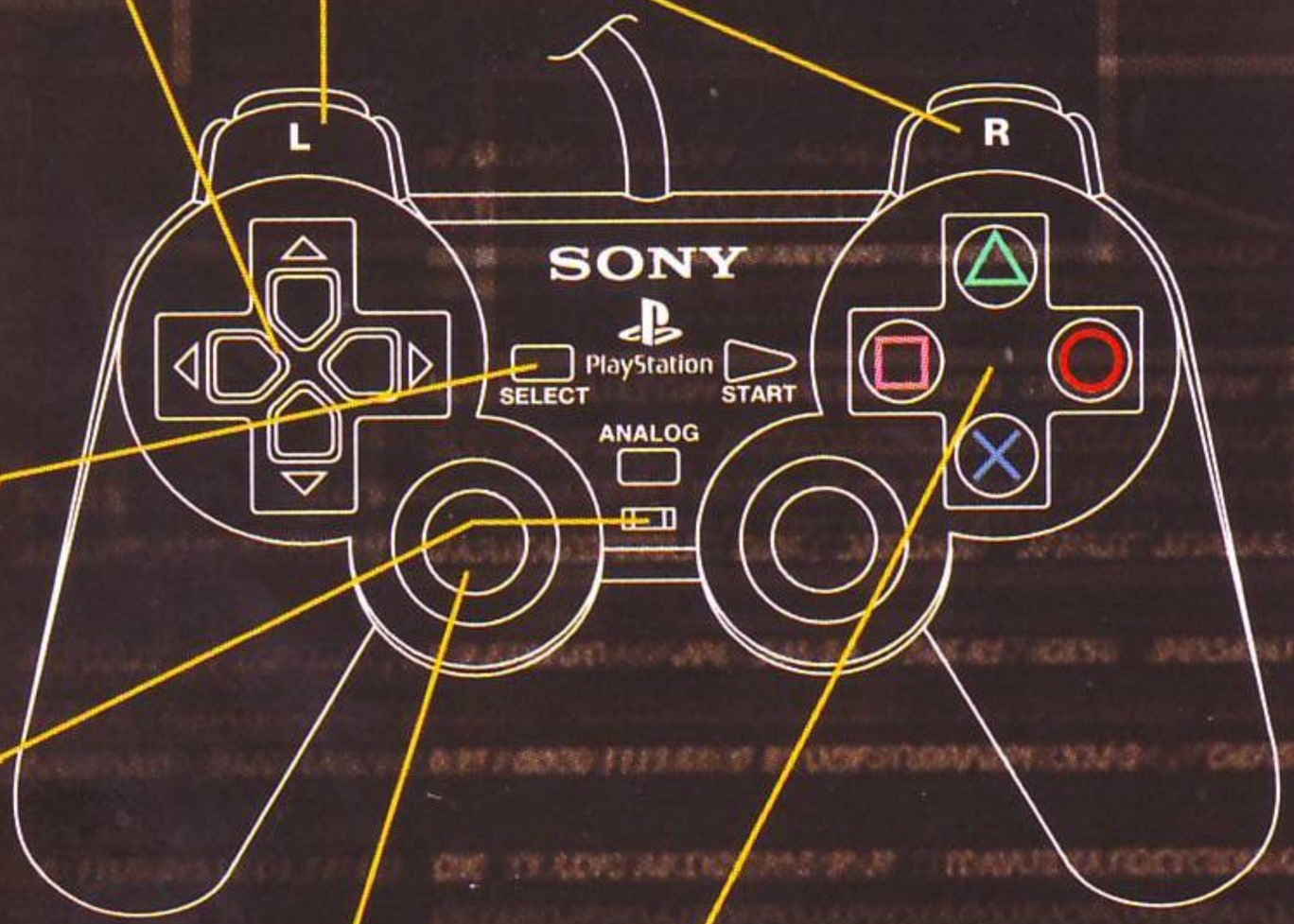
ANALOG CONTROLLER (DUAL SHOCK)

L1 Button Item quick change (See p3.3 "Advanced Techniques")
L2 Button Equip item (See p2.3 "How To Equip Items")

R1 Button Weapon quick change (See p3.3 "Advanced Techniques")
R2 Button Equip weapon (See p2.3 "How To Equip Items")

Directional Button

Normal: Run
First Person View Mode: Change views
(See p1.6 "Camera Modes")



Select Button

Go to Codec Mode
(See p2.1 "Codec And Saving")

Analog Mode Switch

When on (LED display: RED),
Left Stick may be used.
* Vibrates when either ON or OFF.
(See p2.7 "Briefing And Options")

Left Stick
(Can be used when Analog mode Switch is in "ON" position)
Normal: Run
First Person View Mode: Change views
(See p1.6 "Camera Modes")

Right Stick Not used

Start Button Pause

Triangle Button: First person view button.
Enters First Person View Mode (See p1.6 "Camera Modes")
Square Button: Weapon Button
When a weapon is equipped: Use weapon
When barehanded: Throw or choke. (See p3.3 "Advanced Techniques")
X Button: Crawl Button (Cancel Button)
When standing: Crouch
*Press the Directional Button while crouching to go to crawl position.
When crouching or crawling: Stand up (See p1.5 "Camera Modes")
O Button: Action Button (Select Button)
Normal: Punch (consecutively for kick)
When back is against a wall: Rap on wall

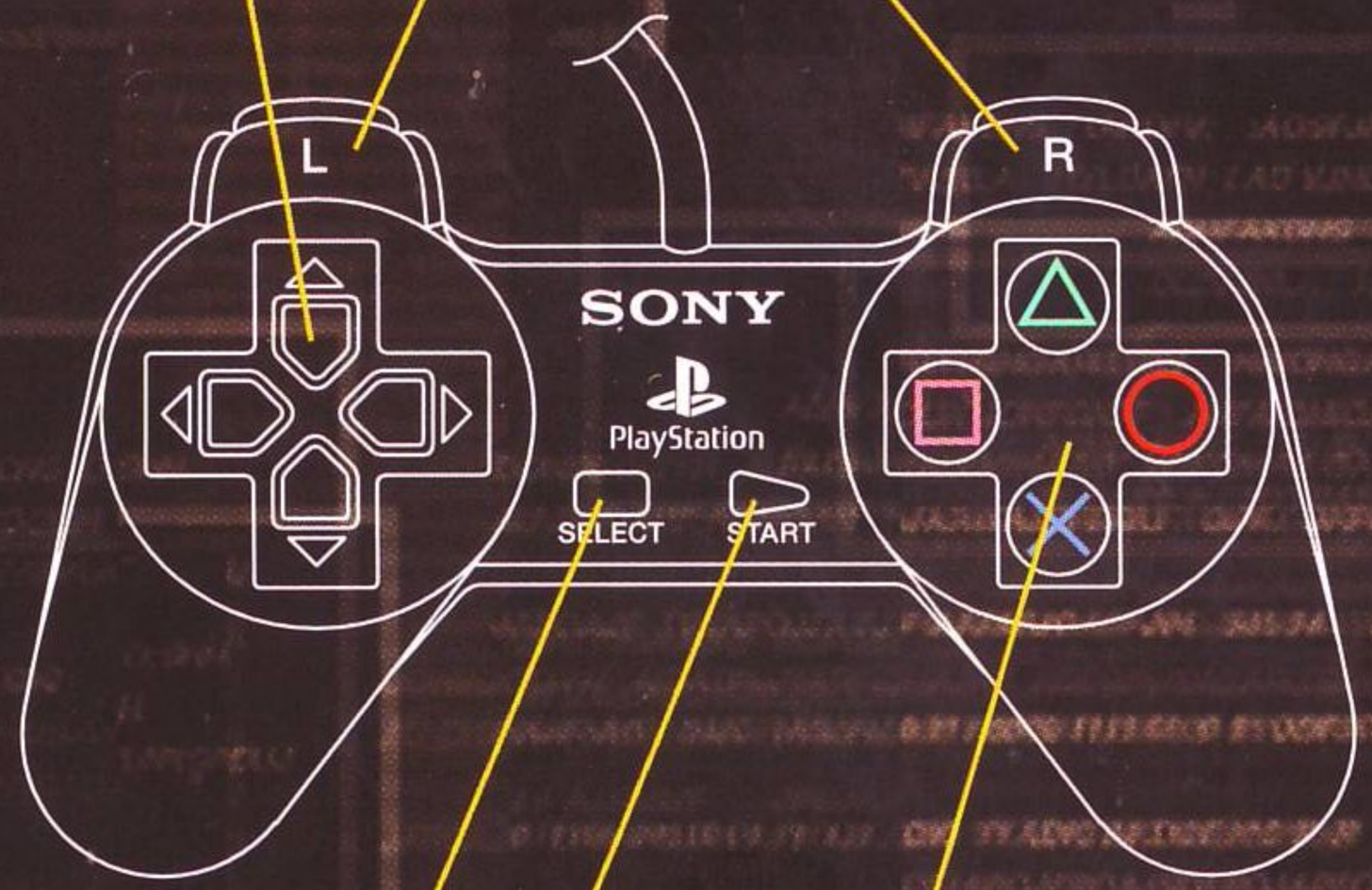
DIGITAL CONTROLLER

L1 Button Item quick change (See p3.3 "Advanced Techniques")
L2 Button Equip item (See p2.3 "How To Equip Items")

Directional Button

Normal: Run
First Person View Mode: Change views
(See p1.6 "Camera Modes")

R1 Button Weapon quick change (See p3.3 "Advanced Techniques")
R2 Button Equip weapon (See p2.3 "How To Equip Items")



Select Button
Go to Codec Mode
(See p2.1 "Codec And Saving")

Start Button Pause

Triangle Button: First person view button.
Enters First Person View Mode (See p1.6 "Camera Modes")
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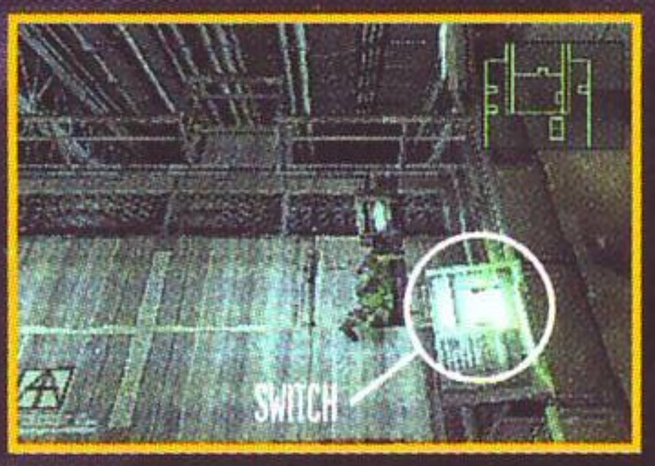
When crouching or crawling: Stand up (See p1.5 "Camera Modes")
O Button: Action Button (Select Button)
Normal: Punch (consecutively for kick)
When back is against a wall: Rap on wall

*** Change the button settings with the "KEY CONFIG" in the "OPTION" Menu. (See p2.7 "Briefing and Options")**

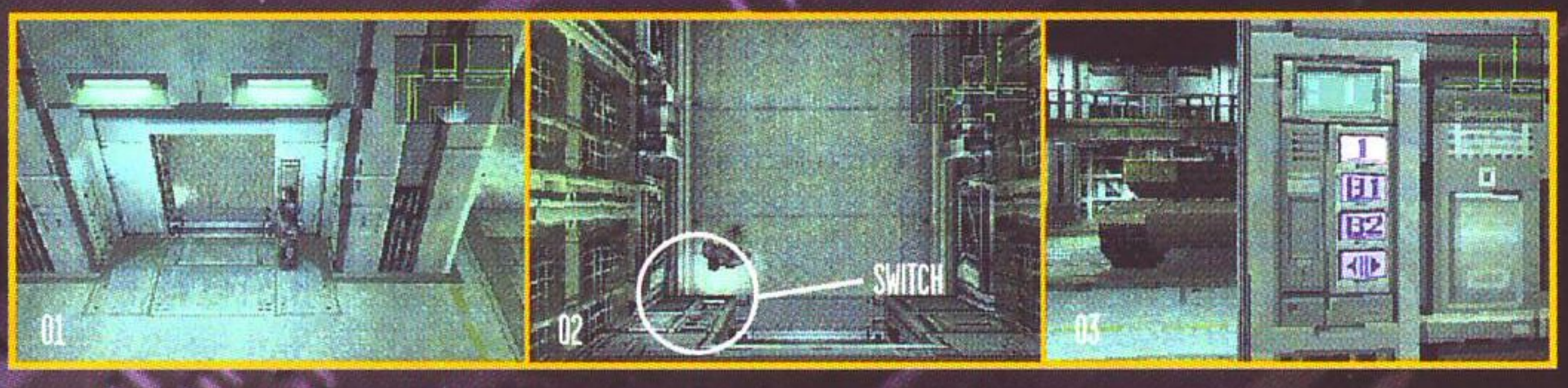
STICKING CLOSE TO WALLS

You can stick your back up against walls and other objects by pressing and holding the Directional Button in the direction of the wall or other object.



CARGO ELEVATOR CONTROL PANEL

Press the Action Button while standing in front of the control panel to make it move.

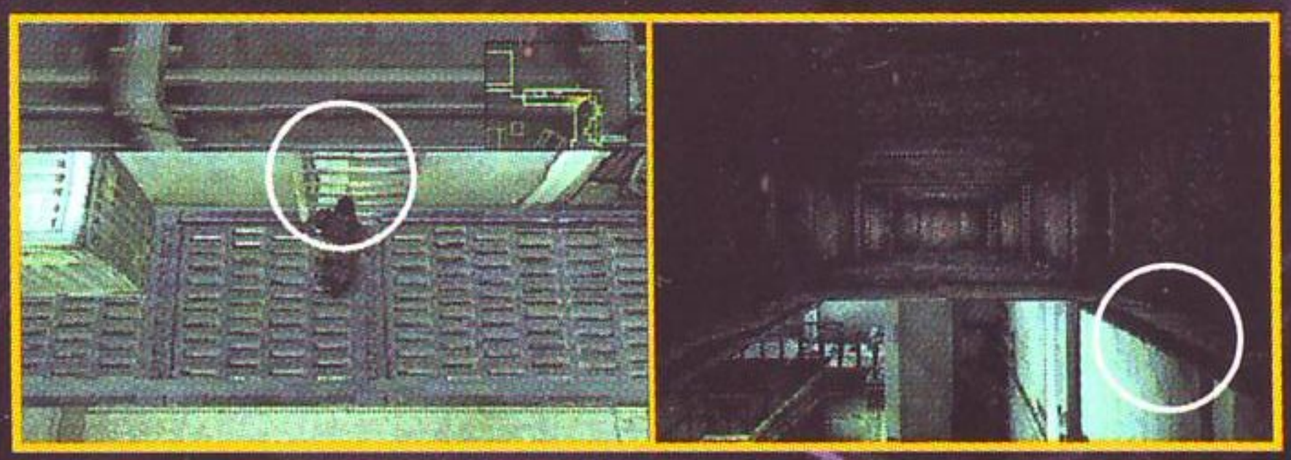


ELEVATOR CONTROLS

01 To call the elevator, press the Action Button while facing the control panel next to the elevator. Occasionally, it may take some time for the elevator to appear.

02 Stand in front of the control panel inside the elevator and the Floor Buttons will be displayed.

03 Press up or down on the Directional Buttons to highlight a floor and use the Action Button to select the floor you want to go to.



CLIMBING UP AND DOWN LADDERS

Press the Action Button in front of or at the top of a ladder to climb up or down a ladder.

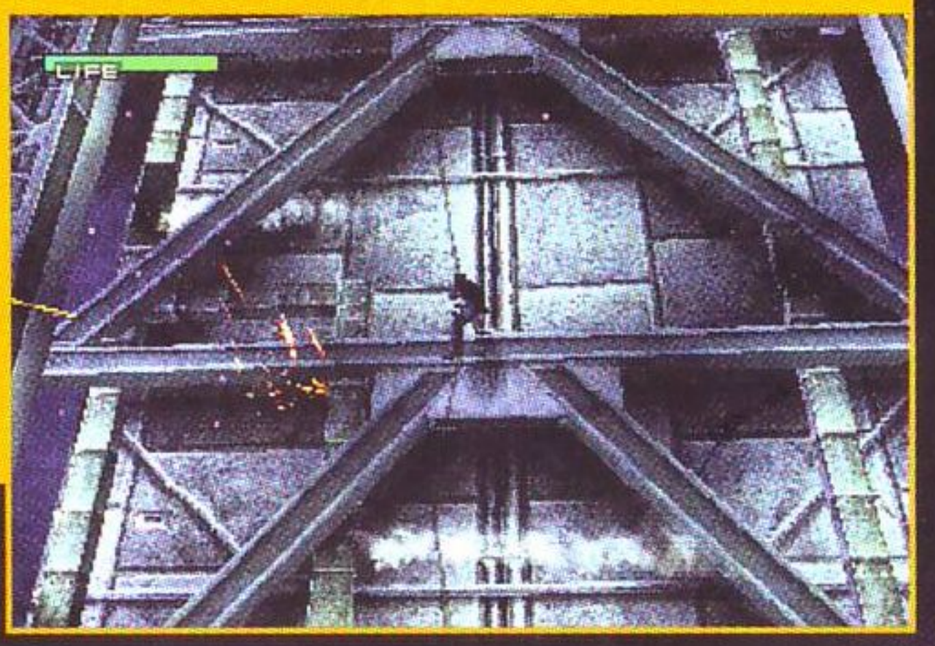
ENTERING AND EXITING AIR DUCTS

Crawl to enter or exit an air duct. After pressing the Crawl Button, use the Directional Button to get into crawling position. When you are inside an air duct, you will be in Intrusion mode. (See p1.6 "Camera Modes")

WHEN USING A CARDBOARD BOX

Although you can move normally while inside a cardboard box, your vision is restricted in First Person View Mode, as if peeking through a hole in a cardboard box. As long as the enemies don't see you moving, they may just think you're a cardboard box and overlook you.

SPECIAL EVENTS



TORTURE EVENT

O Button: Press repeatedly to restore your Life.
Select Button: Submit to the torture.

Until the Time Gauge runs out, you will continue to receive electric shocks, which will reduce your Life Gauge, so press the O Button to restore your Life. When your Life Gauge runs out, the game is over.
However if you "Submit" you can avoid Game Over.

* There are no continues on this portion of the game so be careful.

PARASCENDING

X Button: Jump off wall.
Press down on the Directional Buttons while in mid-air to descend. Press right or left on the Directional Buttons while jumping to jump in either direction.

O Button: While this is pressed, Snake's feet will remain on the wall.
Press the Directional Button while your feet are against the wall to move slowly in that direction.

While Parascending, you can take damage from gunfire from the Hind or from steam coming out of the wall. Try to skilfully avoid damage as you rappel down.

01 LIFE GAUGE

Solid Snake's remaining life isn't normally displayed, However it is displayed when snake receives damage. When the Life Gauge reaches zero, the game is over.

* When a Boss enemy is defeated, your Life is increased as well as it is maximum capacity according to the difficulty you choose.

02 SOLID SNAKE

The character that the player is controlling.

ITEMS

03 WEAPONS

Displays the weapon you are currently equipped with. When nothing is equipped, nothing is displayed.

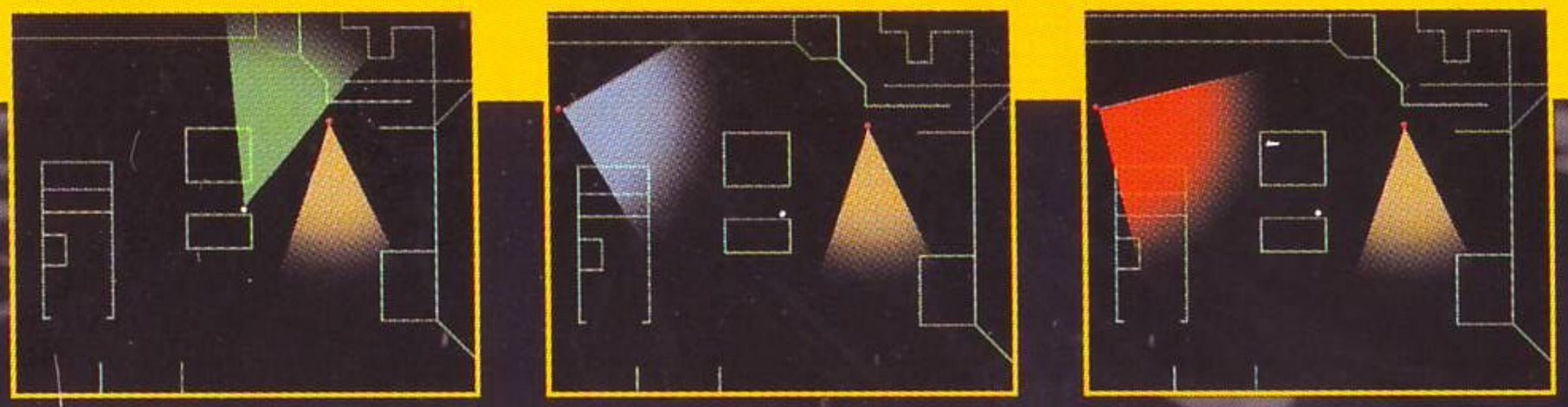
04 ITEM

Displays the Item you are currently equipped with. When nothing is equipped, nothing is displayed.

O2 (OXYGEN) GAUGE

This shows the player's remaining oxygen and it is displayed in areas, which are filled with water or with gas. Once the O2 Gauge reaches zero, the Life Gauge will begin to go down. Equipping the gas mask in areas filled with gas will cause your O2 Gauge to go down more slowly.

RADAR

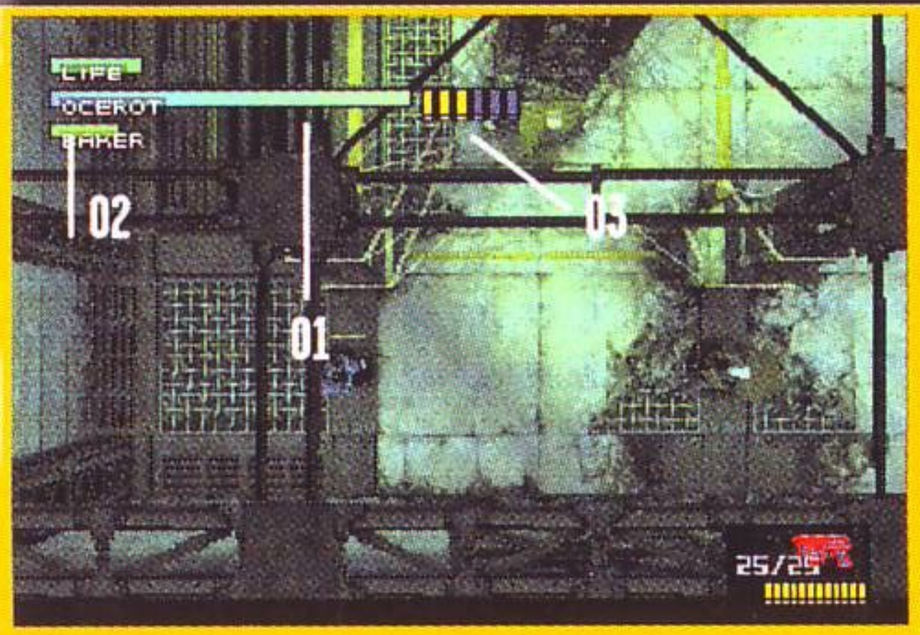


IN INFILTRATION MODE • **Dot in Centre** Solid Snake • **Green Cone** Solid Snake's field of vision in First Person View Mode • **Red Dots** Enemy soldiers • **Blue Cone** Enemy soldier's normal field of vision • **Red Cone** Enemy soldier's field of vision in "Noise Mode" or "Footprint Mode" • **Yellow Cone** Surveillance camera's field of vision. **The radar cannot be used in areas with strong harmonic resonance (narrow spaces).**

IN ALERT MODE When an enemy discovers you, the game enters Alert mode and your radar becomes unusable. Once you leave the enemy's field of vision, the count down starts. When it reaches zero, the game enters Evasion Mode.

EVASION MODE In this mode, the enemy soldiers are looking for Snake. If you are discovered again, the game re enters Alert mode. If the count down reaches zero, the game returns to Infiltration Mode. Radar is unusable in Evasion mode.

ELECTRONIC JAMMING This is when the radar is unusable due to electronic jamming. During this time, weapons and other items, which use electronic components, such as surveillance cameras and remote controlled missiles, will not function properly



01 BOSS ENEMY'S LIFE GAUGE

Shows the Boss enemy's remaining life.

02 HOSTAGE'S LIFE GAUGE

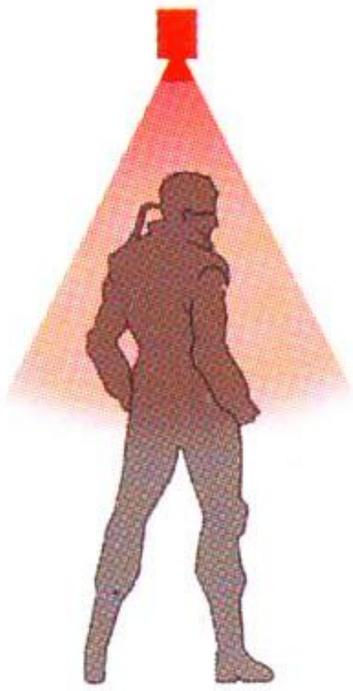
Displayed when there is a hostage present. If the gauge reaches zero, the game is over.

03 BULLET GAUGE (Only VS. Revolver Ocelot)

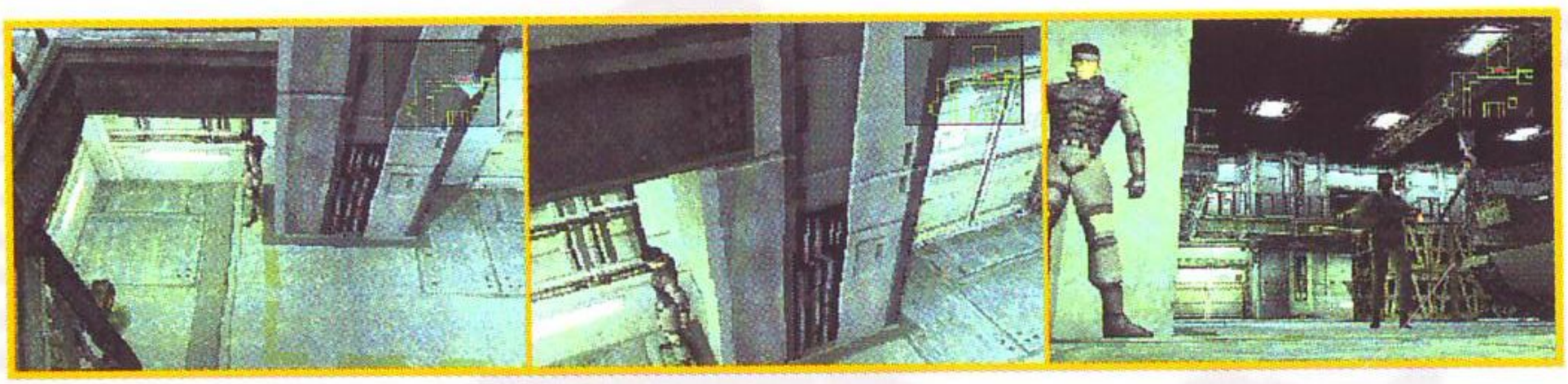
Displays Revolver Ocelot's remaining number of bullets. When the gauge reaches zero, Revolver Ocelot will stop and reload his gun.

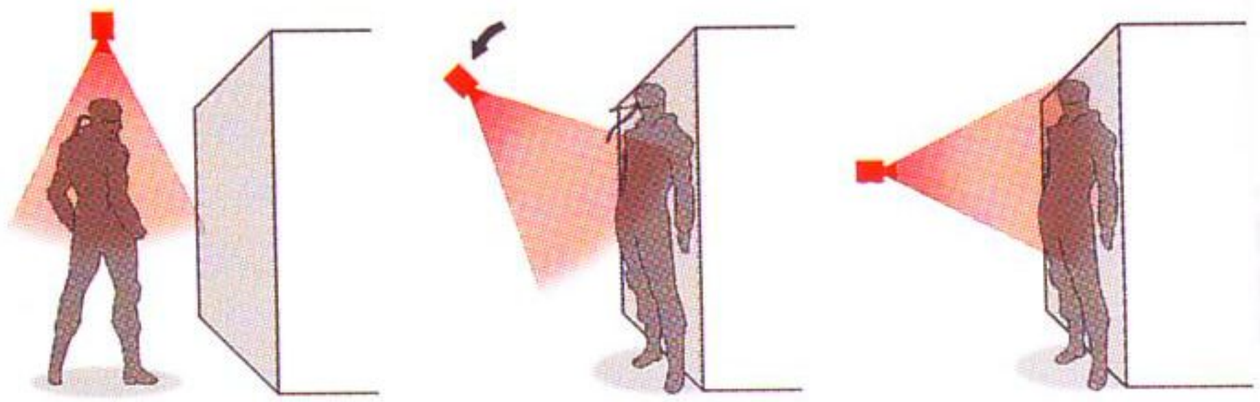
CAMERA MODES

Metal Gear Solid employs a variety of camera modes in order to create a feeling of participating in an infiltration mission packed with tension and excitement. Familiarise yourself with each unique camera mode and use them to your best advantage.



Use **Corner view mode** to spy on your surroundings while remaining hidden...



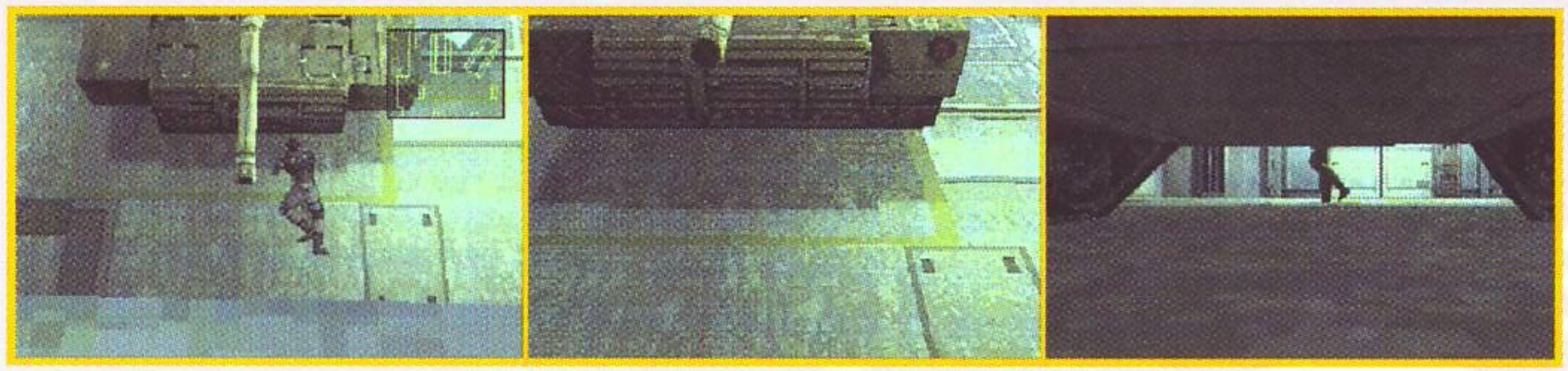


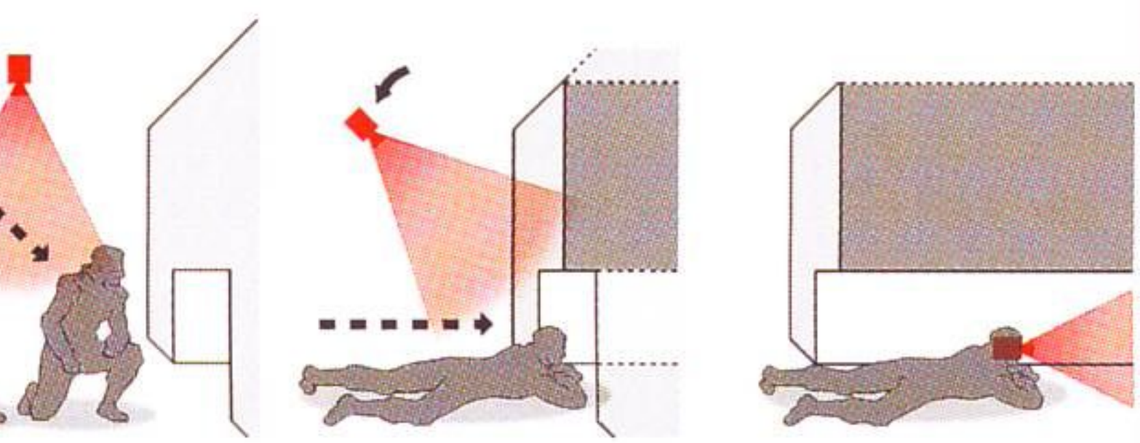
Stick up against certain walls or other objects by pushing and holding the Directional Button and the camera position will move and give you a strategic view of your area.

Use **First Person View Mode** to closely examine your direct surroundings...

When you press the First Person View Button, the camera shifts to the player's viewpoint. If you press the Directional Buttons while holding the First Person View Button, you can change the direction that Snake is looking in. When you do this, you'll be able to see your field of vision represented as a green cone on your radar. (See p34 "Advanced Techniques")

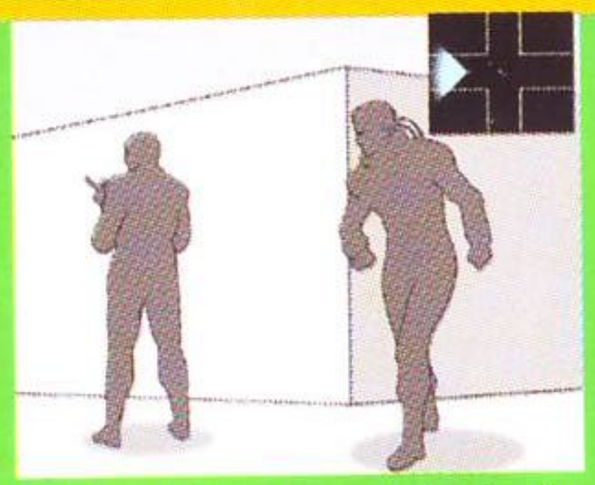
Intrusion mode operates when you are crawling through narrow areas...





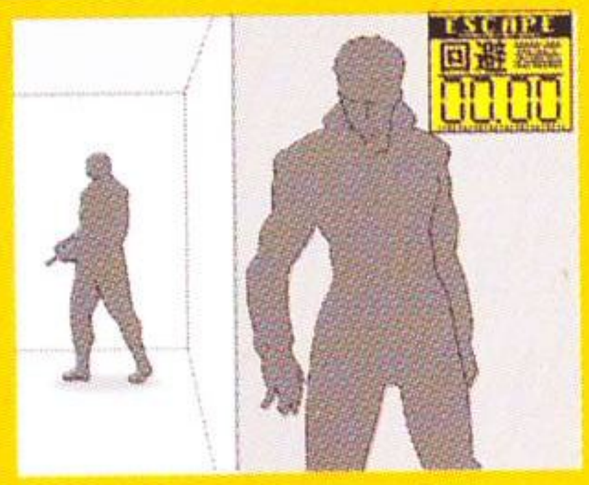
When crawling in tight, narrow spaces, the camera shifts to the player's point of view. Advance by pressing up on the Directional Button and press down to go backwards. You can also go right or left by pushing in either direction. You can also shift to First Person View Mode while in Intrusion mode.

INFILTRATION MODE



Infiltration Mode is the standard mode when enemy soldiers or surveillance cameras have not discovered Snake. In Infiltration Mode, enemies generally patrol along a certain route.

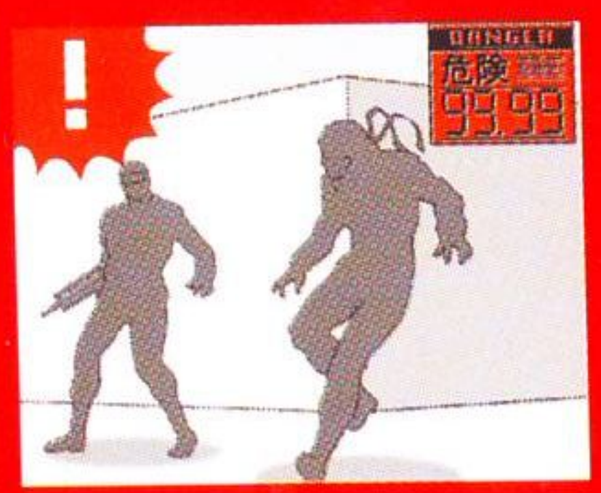
EVASION MODE

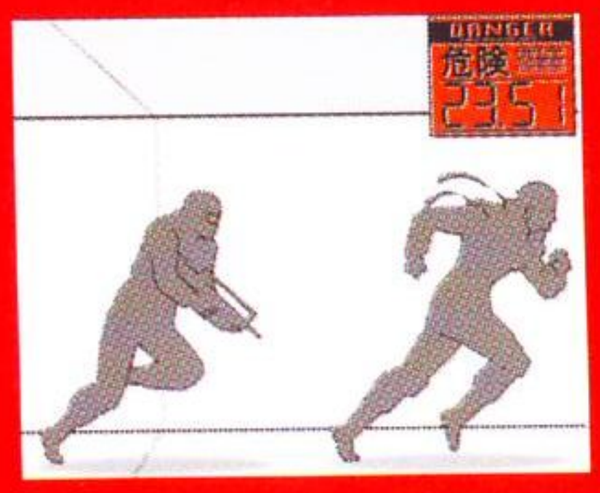


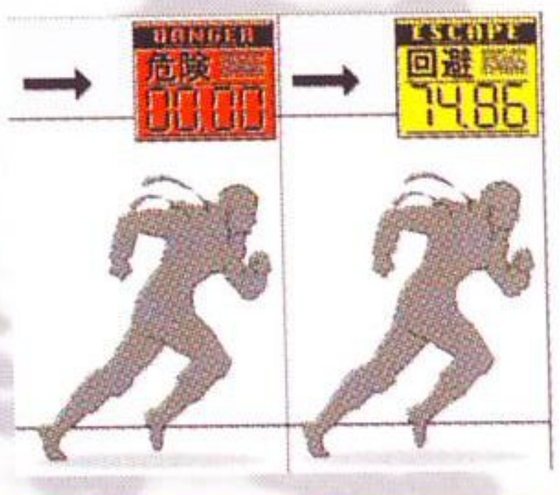
In Evasion Mode, the enemy soldiers are no longer patrolling their routes and are actively searching for Snake.

ALERT MODE

When an enemy soldier or a surveillance camera discovers Snake, the game enters Alert Mode.







ENEMY SOLDIER MOVEMENT IN INFILTRATION MODE

SLEEPING SOLDIER

Sometimes the soldiers in charge of guarding the air duct on the first floor fall asleep. Since he's standing in front of a surveillance camera, you can't get too close. Stay at a safe distance and then make a noise to wake the guard and lure him your way.

Alternatively, simply sneak up behind him, grab him around the neck, drag him into the shadows and finish the job. See p3.3 "Advanced Techniques".

If you're discovered, the guards will not fall asleep again..

NOISE MODE

When the enemy soldiers hear a noise in Infiltration Mode, they leave their patrol route and investigate in the direction of the noise. This is called "Noise Mode" and the enemy's field of vision is displayed on the radar as a red cone.

If the enemy soldiers search the area where the noise was made and find nothing unusual, they will return to their normal patrol routes. It is also possible to intentionally make a noise to lure the enemy soldiers in a particular direction.

When you kill an enemy in this mode, they may drop an item. See p3.3 "Advanced Techniques".

ENEMY SOLDIER MOVEMENT IN ALERT MODE

In Alert mode, the enemy soldiers will call in reinforcements and attack Snake. If the soldiers lose sight of Snake, the game will enter Evasion Mode.

In this mode, the enemies already know that Snake is around, so even if a noise is made, the game will not enter "Noise Mode".

ENEMY SOLDIER MOVEMENT IN EVASION MODE

If the enemy soldiers rediscover Snake in Evasion Mode, the game will re enter Alert mode. On the other hand, if the player can stay out of sight of the enemy until the counter reaches zero, the game will once again enter Infiltration Mode and the enemies will quickly return to their patrol routes.

In Evasion Mode, just as in Infiltration Mode, it is possible to use "Noise Mode" to lure your enemy in a particular direction.

GAME OVER

When either the player's Life Gauge or a hostage's Life Gauge reaches zero, the game will be over. In some stages, there are also traps, which will cause the game to end if they are triggered. After the "GAME OVER" screen, wait a few seconds and the continue screen will automatically be displayed.

CONTINUE

Restarts the game at the Continue Point just before the automatic save spot. There is no limit to the number of continues.

EXIT

Returns to the Title Screen.

[CONTINUE POINTS]

Continue Points occur at times such as after moving to a new area or before fighting an enemy boss.

SAVING

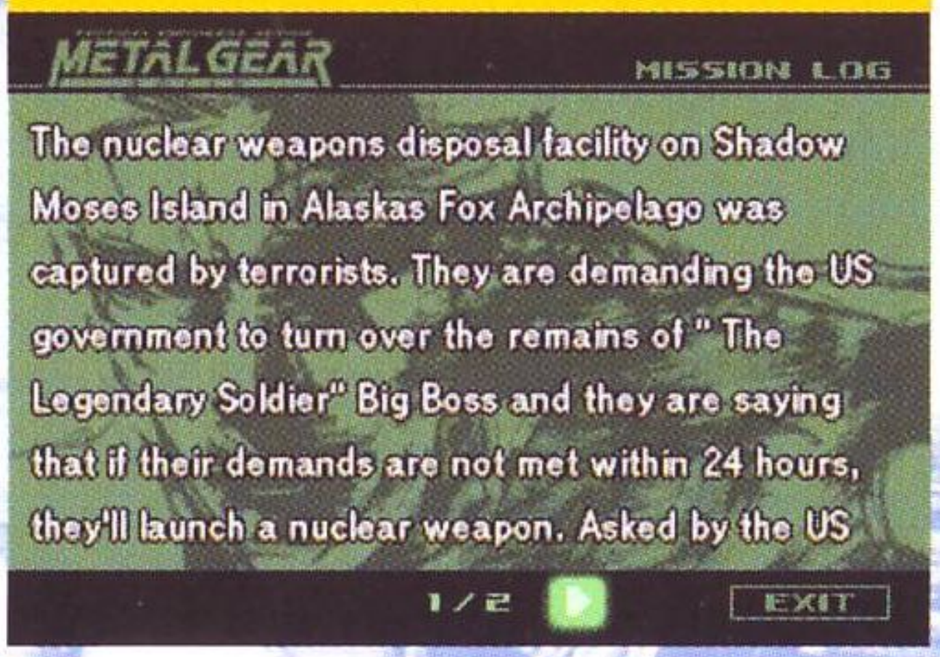
Saving a game in "MetalGear Solid" saves the player's game at the nearest Continue Point.

Save the game by contacting Mei Ling.

(See p2.2 "Codec And Saving".)

LOAD GAME

LOADING — Select "LOAD GAME" at the Title Screen and the Data Selection Screen will be displayed. When the data is loaded, the game will restart from the saved Continue Point.


METAL GEAR
MISSION LOG
The nuclear weapons disposal facility on Shadow Moses Island in Alaskas Fox Archipelago was captured by terrorists. They are demanding the US government to turn over the remains of " The Legendary Soldier" Big Boss and they are saying that if their demands are not met within 24 hours, they'll launch a nuclear weapon. Asked by the US
1/2
EXIT

[MISSION LOG]

This provides the player with a simple summary explaining the player's goal and actions up to that point. When you load a game, you can choose to either read or not read the mission log.

CODEC MODE

Press the Select Button to enter Codec Mode.

By using the Codec, Snake can get support from various people. During the game, they can provide Snake with information and answers to different puzzles and problems.

[ABOUT CALLS]

When Snake receives a call on the Codec from another character, the Call Sign will be displayed. Press the Select Button to enter Codec Mode and the communication will begin. Calls provide particularly important information, so make sure you always answer them.

[HOW TO USE THE CODEC]

▼TRANSMISSION PROCEDURE

1. SELECTING A FREQUENCY

Press the Directional Button right or left to set the frequency.

2. STARTING TRANSMISSION

Press up on the Directional Button or press the O Button to start transmission. If you have not selected the proper frequency, the message "NO RESPONSE" will be displayed. Sometimes even when the correct frequency has been selected, there may be no response depending on the circumstances of the person you are calling.

USING THE MEMORY FEATURE

Press down on the Directional Button to open the Memory Window (list of people with whom you have communicated). Choose the person you wish to call with the Directional Button. Press the O Button to begin transmission to that person or press the X Button to cancel and close the Memory Window.

3. EXITING CODEC MODE

Press the Select Button while not transmitting to exit Codec Mode.

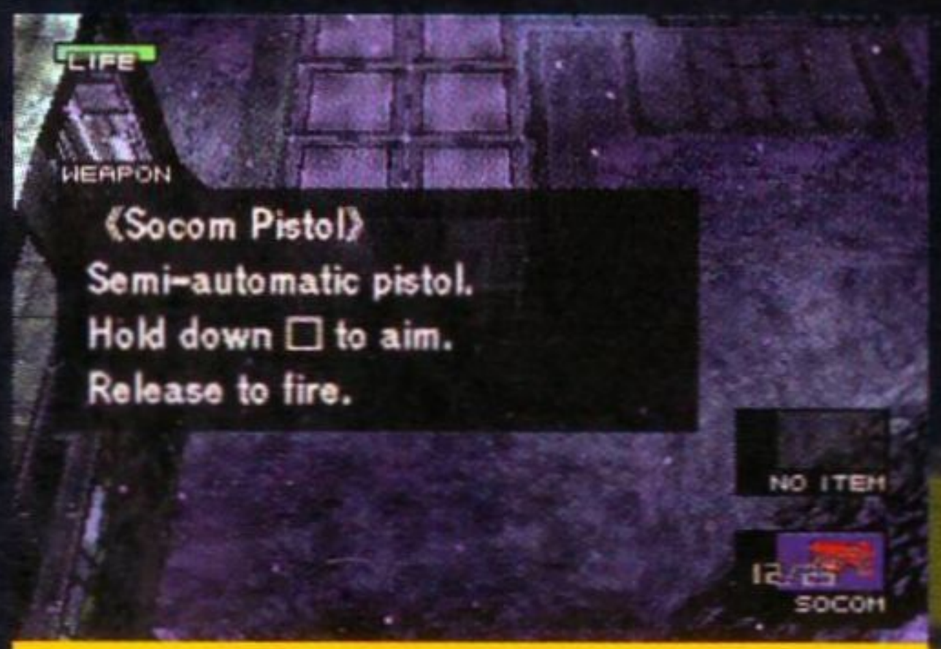
ABOUT SAVING

Call Mei Ling to save your game. After the Memory Card Window is displayed, select the memory card and block you want to save on.

(One memory card block will be needed to make a save). Saving a game in "MetalGear Solid" saves the player's game at the nearest Continue Point (after entering a new area or before fighting a boss enemy).

▼FREQUENCY LIST

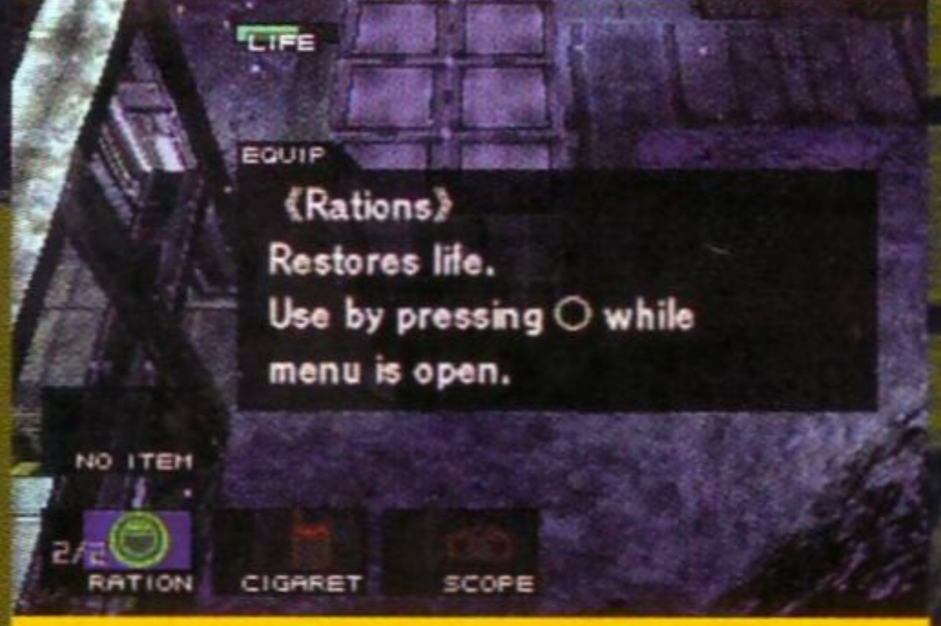
NAME OF OPERATIVE	FREQUENCY	BACKGROUND INFORMATION
ROY CAMPBELL	140.85	As commander of the operation, he provides Snake with helpful advice and hints about controls and how to advance in the game
NAOMI HUNTER	140.85	As chief of FOXHOUND'S medical staff, she can provide details about FOXHOUND as well as information about the boss enemies.
MEI LING	140.96	She's in charge of communications for this operation and is an expert in imaging technology. She is responsible for saving mission data.
NATASHA ROMANENKO	141.52	A military analyst, Nastasha provides information about weapons and nuclear technology as well as tips about how to use your weapons and items. She loves to smoke.
MASTER MILLER	141.80	As a former survival instructor, he gives psychological advice as well as tips about various special techniques. He also has a wealth of information about Alaska.



EQUIPPING WEAPONS

Press and hold the R2 Button to display the Weapon Window. Select the weapon you want to equip with the Directional Button and release the R2 Button to equip the weapon. When you don't want to hold any weapon, select "NO ITEM". The numbers below the weapon icon show the remaining ammo/maximum ammo.

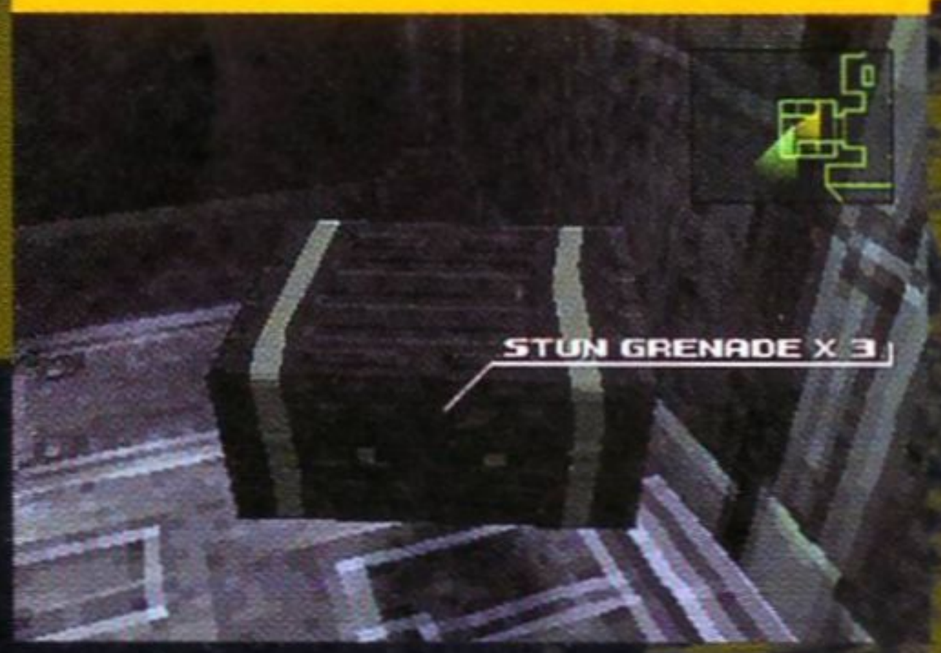
The maximum amount of ammo you can carry increases after you defeat an enemy boss.



EQUIPPING ITEMS

Press and hold the L2 Button to display the Item Window. Select the item you want to equip with the Directional Button and release the L2 Button to equip the item. When you don't want to hold any item, select "No Item". The numbers below the item icon show the number of items/maximum number of items.

The maximum number of items you can carry increases after you defeat an enemy boss.



GETTING ITEMS

Items can be acquired by retrieving item boxes. You can use First Person View Mode to check to see what is inside an item box before you pick it up. You cannot hold more items than your carrying limit. When you have reached your carrying limit, the message "FULL" will be displayed and the item box will remain unretrieved.

If an item box contains ammunition for a weapon that you have not yet acquired, the message "GET WEAPON FIRST" will be displayed.

LIST OF MAIN ITEMS

Some items may be unusable depending on the area and the circumstances. In those cases, one of the icons shown on the right will be displayed in the Item Window.

SCOPE [BINOCULARS]

Magnifying binoculars. O Button to zoom in. X Button to zoom out.

CIGS [CIGARETTES]

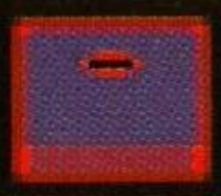
Solid Snake's favourite brand. Smoking is hazardous to your health.

RATION [MILITARY RATIONS]

Meals-ready-to-eat. Press the O Button while the Item Menu is open to increase your LIFE a certain amount. If your Life Gauge reaches zero while you have rations equipped, they will be automatically used.

THERM.G [THERMAL GOGGLES]

Night vision equipment. Employs thermal imaging to allow user to see in dark places.



C.BOX A [CARDBOARD BOX A]

"To Heliport" is written on it. Equip to have Snake hide in the cardboard box. It may fool the enemy soldiers...?

CARD LV1 [ID CARD]

Equip this card to open all security doors level one and below.
Use First Person View Mode to check door's security levels.

WEAPONS LIST

During the game, the player can find all the weapons listed below. Familiarise yourself with each weapon's characteristics and use them wisely. Contact Nastasha to learn the details about each weapon. (See p21 "Codec And Saving".)

SOCOM [SOCOM PISTOL]

Semi-automatic pistol. Press the Weapon Button to aim, release to fire. You can also equip it with a suppresser to muffle the shot.

FA-MAS [FA-MAS RIFLE]

Assault rifle. Fire by pressing the Weapon Button. Press and hold to fire on full-auto.

PSG1 [PSG1 RIFLE]

Sniper rifle. When equipped, game enters Scope Mode. Press the Directional Buttons to move the sights and then press the Weapon Button to fire.

GRENADE [HAND GRENADE]

Fragmentation grenade. Press the Weapon Button to pull the safety pin and release to throw. Explodes five seconds after pin is pulled

CHAFF.G [CHAFF GRENADE]

Electronic jamming grenade. Press Weapon Button to pull pin, release to throw. Jams electronics by dispersing metallic strips. Explodes five seconds after pin is pulled.

STUN.G [STUN GRENADE]

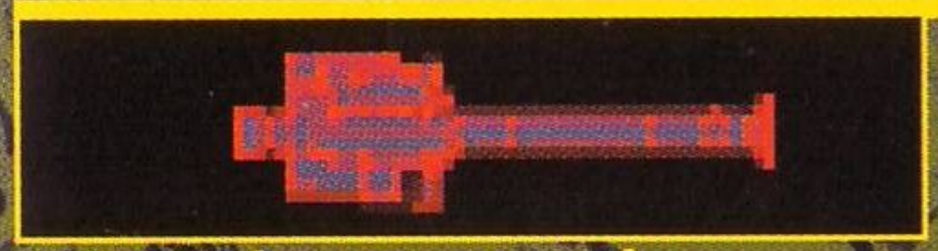
Special sound and flash grenade. Press Weapon Button to pull pin, release to throw. Temporarily stuns enemies. Explodes five seconds after pin is pulled.

C4 [C4 EXPLOSIVE]

Plastic explosive. Press Weapon Button to set. Press Action Button to detonate.

CLAYMORE [CLAYMORE MINE]

Anti-personnel landmine. Press Weapon Button to set. Explodes when enemy or Snake enters displayed area.

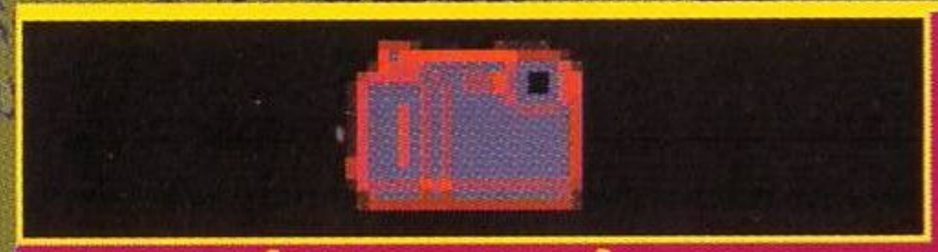


STINGER [STINGER MISSILES]

Radar-guided surface-to-air missiles. Game enters Scope Mode when equipped. Use Directional Button to aim, Weapon Button to fire.

NIKITA [REMOTE CONTROLLED MISSILE]

Radio-controlled missile. Press Weapon Button to fire. After firing, use Directional Button to guide. Press First person view button to change missile's view. Can't be guided in areas with electronic jamming.

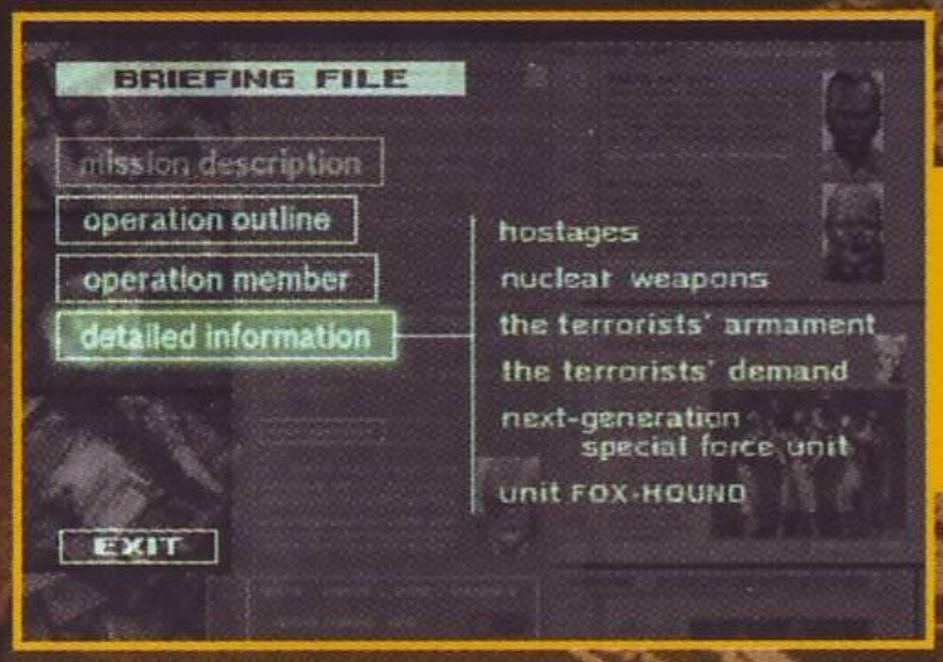


CAMERA [DIGITAL CAMERA]

The camera is a special item. Equip and the screen changes to camera's viewfinder. Press O Button to zoom in, X Button to zoom out. Press Square Button to snap the photo. You can save a copy of your photo onto a memory card (a photo takes up two memory card blocks).

When photo data is saved, a new directory, "ALBUM", opens up in the "SPECIAL" directory in the "OPTIONS" menu on the main title screen. See page 0.7 "GAME START".

CAMERA CHANGE [A/B/C]



BRIEFING

You can hear the details of this operation. You can change the camera only when a message is displayed in the upper right of the screen.

CAMERA FREE: Triangle Button to zoom in, Square Button to zoom out.

CAMERA CHANGE: Press the O Button to change camera angle (3 options: A/B/C)

OPTIONS

Change the various game settings.

[CAPTION]

Changes the subtitles ON/OFF.

[SOUND]

Changes between STEREO/MONO.

[VIBRATION]

(Displayed only when Analog controller (DUAL SHOCK) is connected)
Changes the Analog controller (DUAL SHOCK) vibration ON/OFF.

[VIBRATION TEST]

(Displayed only when Analog controller (DUAL SHOCK) is connected)
Press Directional Button right or left to vibrate.

[SCREEN]

Adjusts the brightness of your television.

[KEY CONFIG]

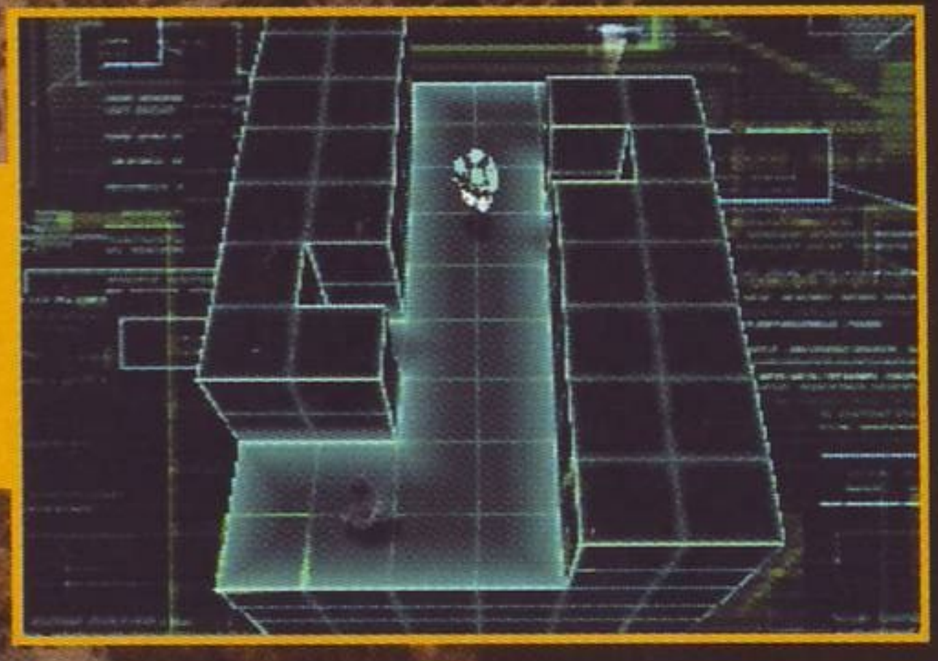
Changes controller's button configuration.

[EXIT]

Return to the Title Screen.

VR TRAINING

Virtual reality infiltration training with 3 different modes.
Controls are the same as regular game.



[TRAINING MODE]

Reach the goal without being spotted by enemies. Simulation ends when spotted.

[TIME ATTACK MODE]

Reach the goal within the allotted time. Simulation ends when spotted or when time runs out. This can be selected after TRAINING MODE is completed.

[GUN SHOOTING]

Use your SOCOM pistol to reach the goal in the allotted time. The goal appears after all enemies are killed. SOCOM ammo is limited and exchanged for time when the goal is reached. This can be selected after TIME ATTACK MODE is completed.

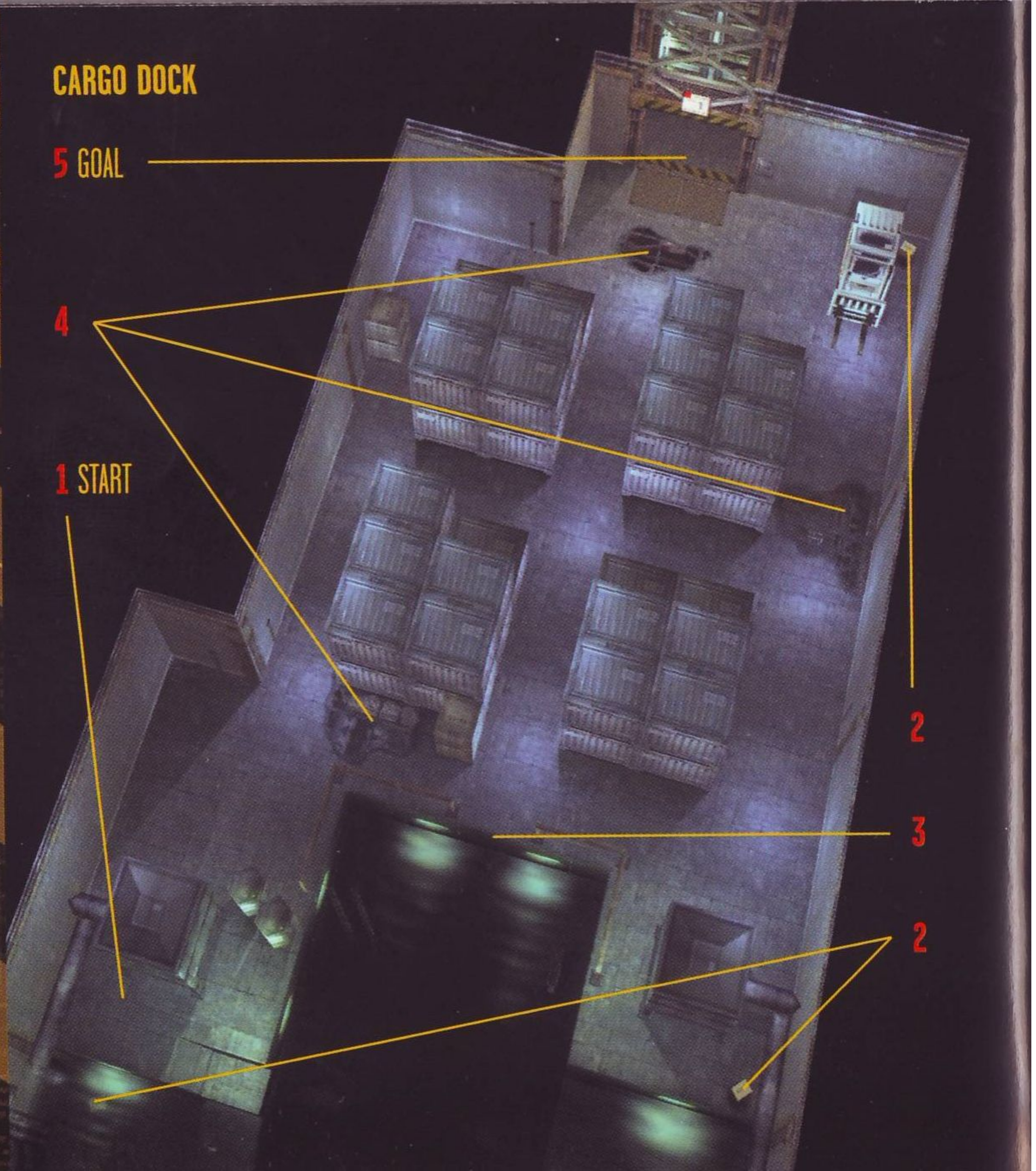
SPECIAL:

As the game progresses, more menu choices will appear

[PREVIOUS OPERATIONS]

Read the background stories from "MetalGear" and "MetalGear 2: Solid Snake".

CARGO DOCK



1 CRAWL THROUGH NARROW SPACES!

You can crawl through narrow spaces that you can't get past by walking. First crouch by pressing the Crawl Button and then get into crawling position by pressing the Directional Button. Press the Crawl Button again to stand up.

2 EQUIP RATIONS AS A STANDARD ITEM!

On this one-man mission, Snake has to get all of his items and weapons on-site. Rations are an extremely useful item. When your rations are equipped, even if your Life Gauge reaches zero, your Life will be automatically restored. Get used to keeping your rations equipped as your standard item.

3 IF YOU'RE SPOTTED, DIVE IN!

In this area, if you're spotted you can dive into the water and the enemies won't pursue you. When you're in either Alert or Evasion Mode, jump into the water from the stone wall by pressing the Directional Button in that direction.

4 WATCH YOUR STEP!

There are several puddles scattered around the Cargo Dock. If you run over the puddles, you'll make a noise and alert the guards. Be careful and find a way to not make a sound.

5 WAIT FOR THE ELEVATOR!

The goal of the Cargo Dock area is to "make it to the elevator without being spotted by the guards". However the elevator doesn't come down right away. Find a safe place to hide and wait for the elevator.

WATCH THE RADAR!

Not only can you see your enemy's position on the radar, but you can also see their field of vision. Keep your eye on the radar and make sure you stay out of sight of the enemy. As long as you stay out of their sight, you can sneak up on the enemy soldiers from behind without being detected.

CALL IF YOU'RE IN TROUBLE!

If you're ever in trouble, press the Select Button and call someone on the Codec. The Codec is a vital source of information to help you advance in the game. Familiarise yourself with the types of information each character will tell you and use your allies wisely. (See p2.1 "Codec And Saving".)

When you want to use the Codec, push the Select Button.

5 GOAL
HELIPORT
2
1
4
3
START

1 STAY OUT OF THE SEARCHLIGHTS!

There is an important item box in this area. Inside of the box are Chaff Grenades, which can temporarily jam electronic devices. Get the item without being spotted. Watch out for the Searchlights.

2 SURVEILLANCE CAMERA!

There are Stun Grenades in the back of this storeroom, but a surveillance camera guards them.

3 GET THE SOCOM!

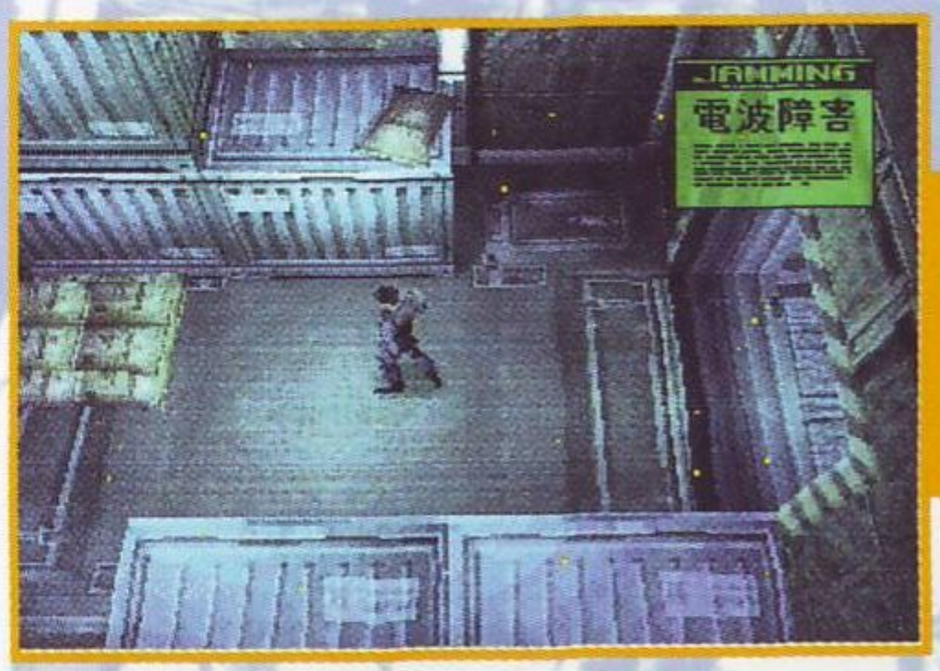
Inside of the truck is an item box containing a Semi-automatic SOCOM pistol. By pressing and holding the Weapon Button, you can lock in on your target before firing.

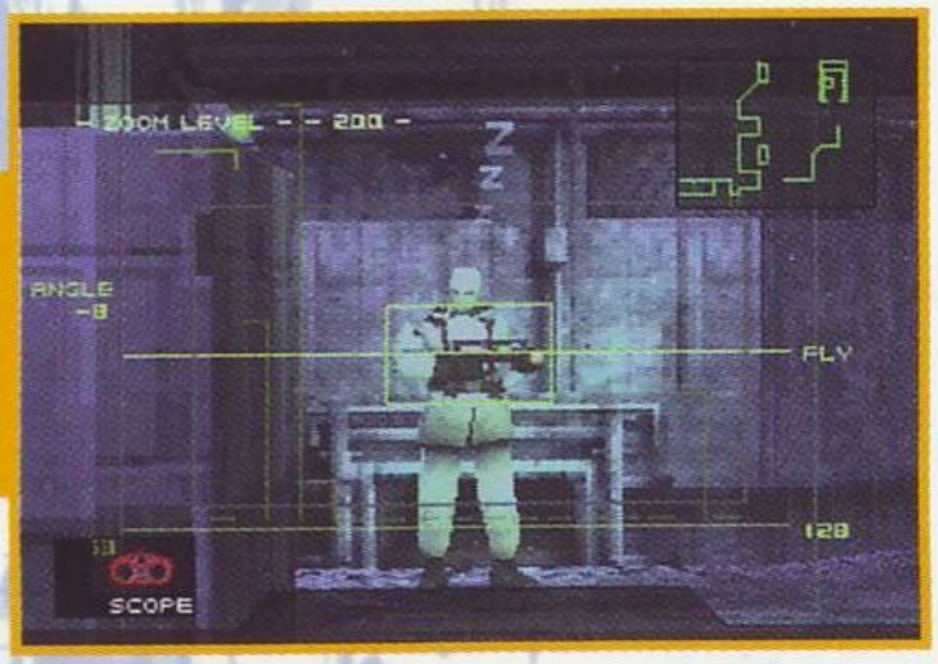
4 RETRIEVE THE RATIONS

This item box contains rations. When you walk on the snow, you'll leave footprints. Be careful of the guard when retrieving the rations.

5 HERE'S YOUR GOAL!

The goal of the Heliport is to infiltrate one of the two air ducts. Both of the air ducts are low to the ground, so crouch down and crawl to get through them but have you collected all the items?





STRANGLE

When you're not holding a weapon and you press the Weapon Button (without pressing the Directional Button) while close to the enemy, you can strangle the enemy.

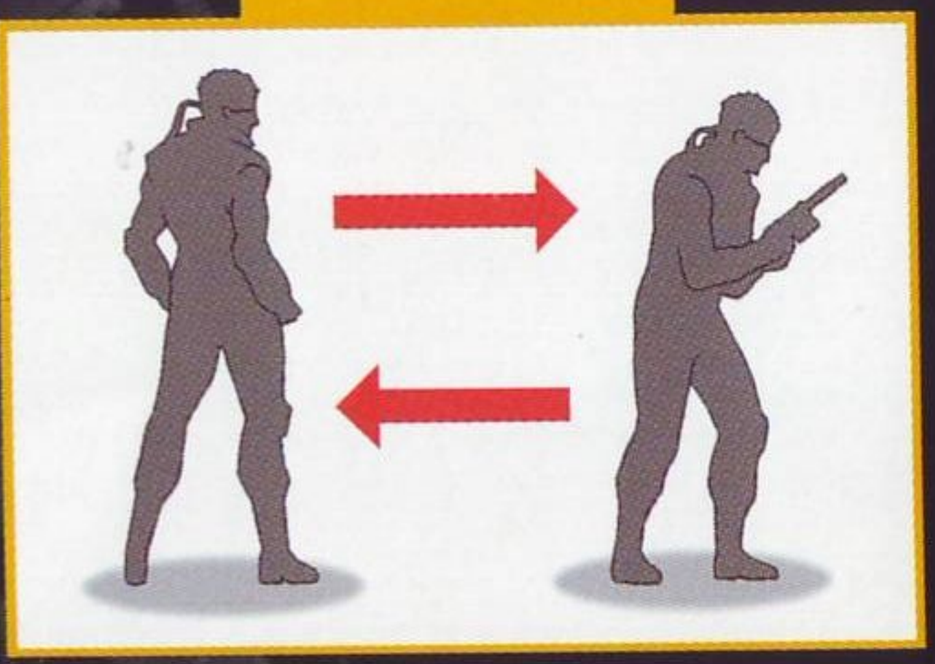
If you press the Directional Button while strangling your enemy (with the Weapon Button pushed), you can walk while dragging him.

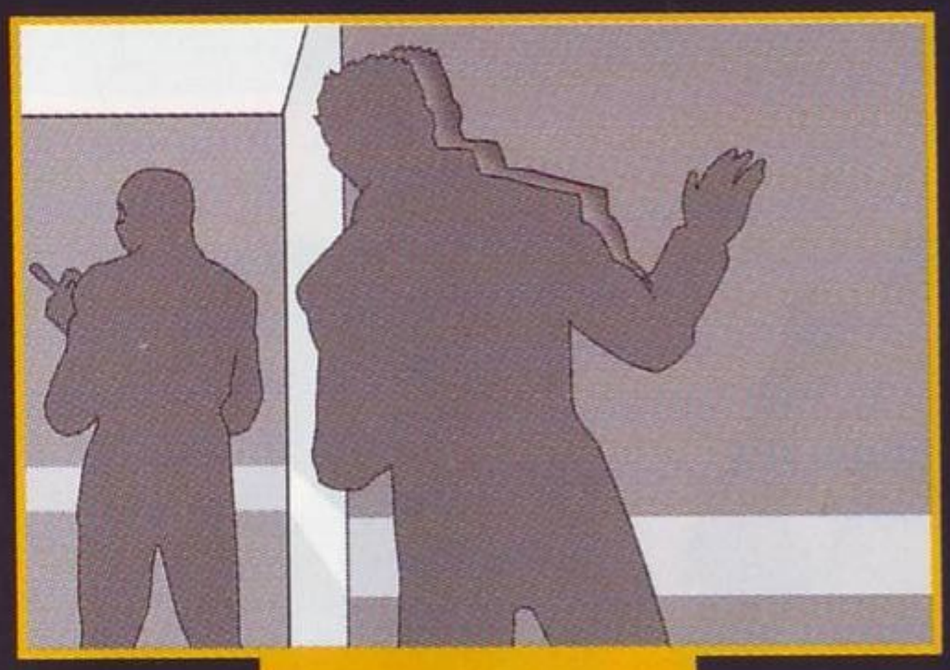
If you repeatedly press the Weapon Button while strangling, you can snap your enemy's neck.

***If you strangle an enemy and kill him without being discovered he will drop an item**

QUICK CHANGE

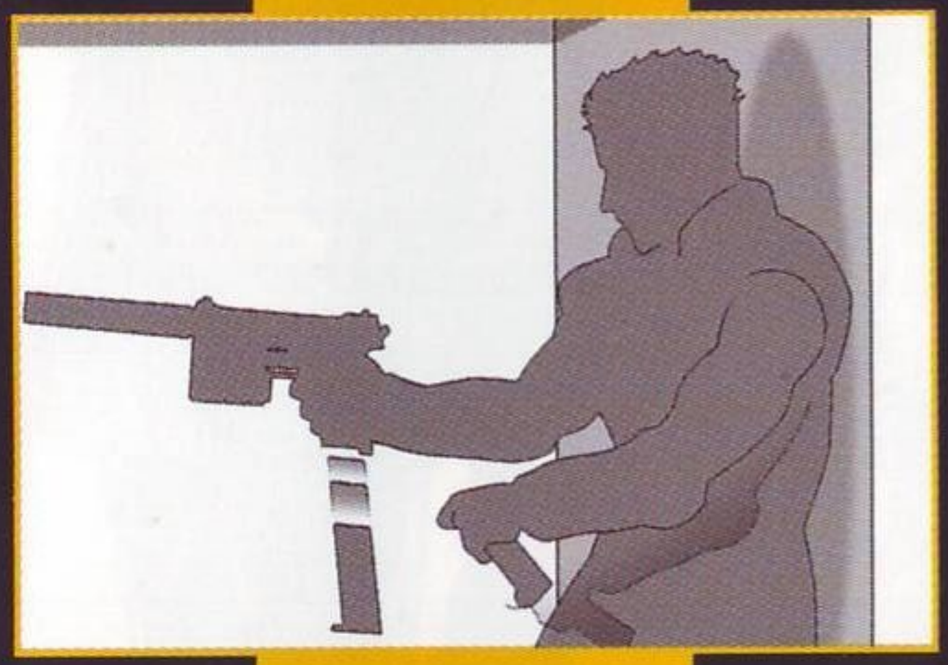
You can equip and unequip your weapons or items without opening the windows by pressing the R1/L1 Buttons. If you press the button while an item is equipped you will unequip it, and if you press while nothing is equipped, the last item/weapon you equipped will become equipped.





QUICK PEEK

If you press the R1 or L1 Button while in First Person View Mode, you can take one side step to the right or left respectively. When you release the button, you'll return to your original position. It's a good technique for taking a peek at what's in front of you while remaining hidden in the shadows.



TACTICAL RELOAD AND SHOOTING WHILE RUNNING

Reloading during a battle can be very dangerous because it leaves you temporarily defenceless. When it looks like you are about to run out of ammunition, press the R1 Button twice. This will cancel your action and make Snake reload his gun. You can also run while shooting with your SOCOM or FAMAS by pressing the Crawl Button while holding down the Weapon Button.

LURING AND NOISE MODE

When the enemy soldiers hear a strange noise they'll leave their patrol route and check out the area that the noise came from. Once they confirm that there's nothing unusual, they'll return to their patrol route. Press the Action Button when you're stuck up against a wall or other obstacle to make a noise. If you do it right, you should be able to lure the enemy soldier your way.

SOLID SNAKE

Former member of FOXHOUND. An expert at infiltration, he can accomplish his mission under any circumstances, in any location.

MERYL SILVERBURGH

Campbell's niece. She has been thrown into the middle of FOXHOUND's revolt. She has excellent training as a soldier, but no actual battle experience.

ROY CAMPBELL

Former Commander of FOXHOUND. Although retired, he was called back to active duty as operation commander because only he knows Solid Snake.

NAOMI HUNTER

Chief of FOXHOUND's medical staff, she's in charge of gene therapy. She works along with Campbell to provide support for Snake.

MEI LING

Operator in charge of communication data processing for this operation. She invented the Codec communicator that Snake uses.

FOXHOUND SPECIAL FORCE GROUP

LIQUID SNAKE

A man with the same face as Snake. As FOXHOUND's battle leader, he's the mastermind behind the terrorist attack.

REVOLVER OCELOT

A member of FOXHOUND. An expert with handguns and a sadist with a penchant for torture. A formidable Gunfighter.

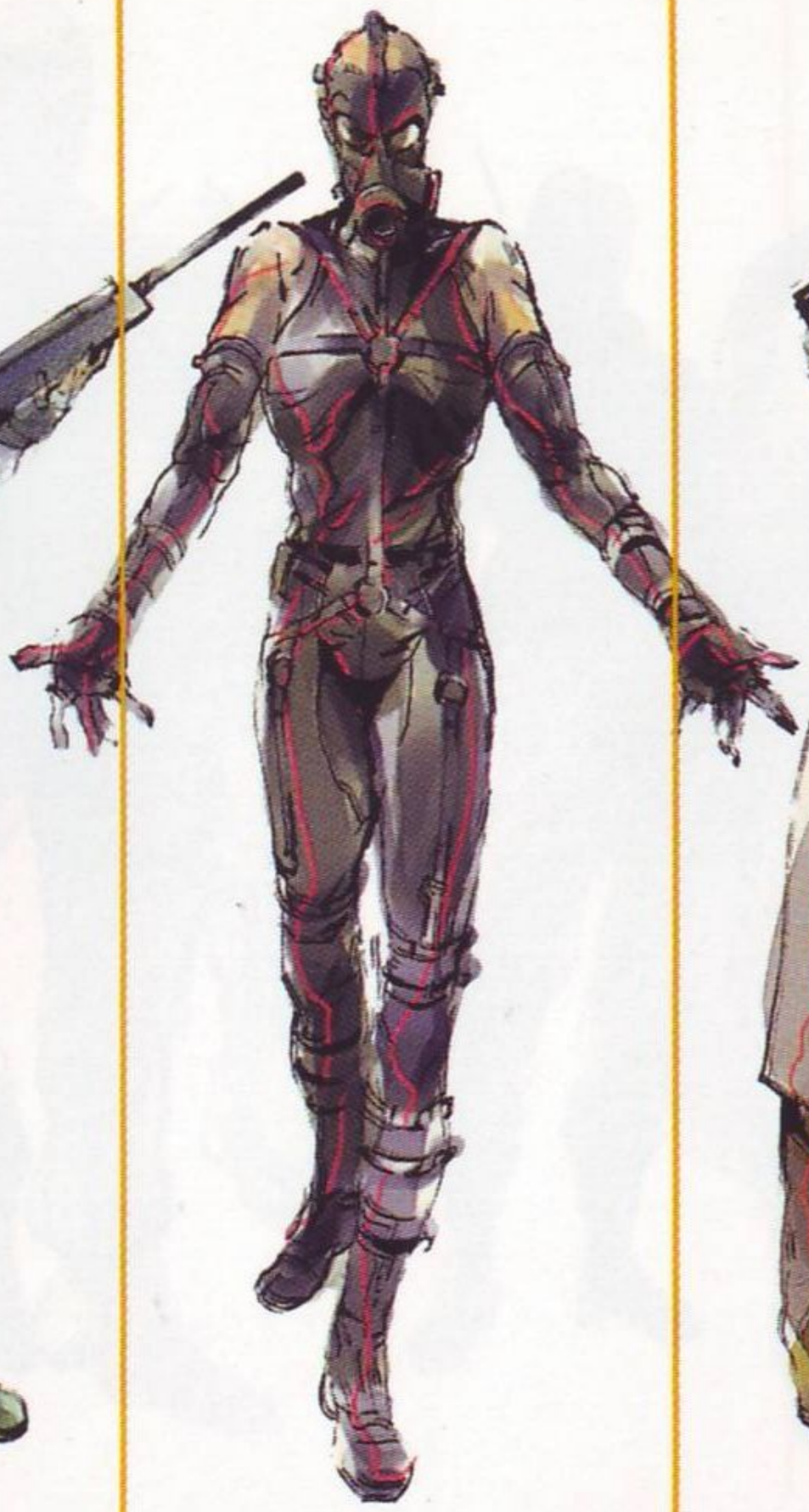
VULCAN RAVEN

A member of FOXHOUND. He's a giant shaman with strong spiritual powers. He's blessed with a powerful body, which is resistant to extreme cold.

SNIPER WOLF

A member of FOXHOUND. A brilliant sniper, she can wait in sniping position for up to a week without moving a muscle.

PSYCHO MANTIS



FOXHOUND/KGB — A member of FOXHOUND and a former member of the KGB's Psychic Intelligence Unit. He has powerful telekinetic and mind reading abilities.

DECOY OCTOPUS

A member of FOXHOUND. Very little is known about him.

GENOME SOLDIERS

NBC WARFARE TROOP	LIGHT INFANTRY	ARCTIC WARFARE TROOP	HEAVILY ARMED TROOP

Members of the Next Generation Special Forces and reserve members of Unit FOXHOUND. Although they have virtually no battle experience, they have been rigorously trained in VR simulators and are therefore experienced soldiers.

NINJA

Little is known about this "cyborg ninja". He uses stealth camouflage and wields a Japanese katana that can cut through steel like butter and even deflect bullets but whose side is he on?

BIG BOSS

Former commander of FOXHOUND, once known as the "Legendary Soldier" or "Greatest Warrior of the 20th Century". His remains have been preserved by the military.

HAL EMMERICH

An employee of ArmsTech Inc. His nickname, Otacon, stands for Otaku Convention; a fan of Japanese animation.

NATASHA ROMANENKO

A freelance military analyst. She provides support to Snake as a specialist in nuclear technology.

MASTER MILLER

FOXHOUND's former survival teacher. He provides Snake support by Codec.

DONALD ANDERSON	JIM HOUSEMAN	KENNETH BAKER
Director of the Defence Advanced Research Projects Agency (DARPA). He's been taken hostage by the terrorists.	Secretary of Defence. He commands this counter-terrorist operation from his AWACS (Airborne Warning and Control System) plane.	President of a huge arms conglomerate (ArmsTech Inc.). He's been taken hostage by the terrorists along with the DARPA chief, Donald Anderson.

GLOSSARY

UNIT FOX-HOUND

A Special Forces unit formed to deal with local insurgencies, regional conflicts and counter-terrorism. They're a shadow unit employed secretively in politically sensitive operations where the overt introduction of military assets would be otherwise impossible. All members of the unit are masters of airborne, underwater and survival operations as well as experts in infiltration missions. The first commander of the unit was the legendary soldier, Big Boss. Already aware of the importance of standard soldiers in guerrilla warfare, he decided to form an elite unit of high-tech soldiers after viewing the power and efficiency of high-tech weapons in the Gulf War.

After the "Outer Heaven Revolt", Campbell, who had been the sub-commander, became the commander of the unit and did away with the codename system. He began to put his own personal stamp on Unit FOXHOUND, adopting even more high-tech equipment such as spy satellites and the like.

NEXT GENERATION SPECIAL FORCES

Reserve members of Unit FOXHOUND selected after undergoing genetic map testing. They were originally members of a counter-terrorist Special Forces group, but after the death of Big Boss, the mercenaries employed by "Outer Heaven" were purchased by the government and added to the group to form the Next Generation Special Forces. Although most of the soldiers had no real battle experience, after undergoing extensive gene therapy, they were trained with Force XXI, the Army's 21st century soldiers, in wargames designed to simulate conflicts that were likely to occur in the next millennium, and therefore are highly capable soldiers. They are also nicknamed "The Space SEALS".

METALGEAR

A nuclear-equipped walking battle tank. Its main selling point was its ability to launch a variety of nuclear warheads toward anywhere on earth from any location. It had the ability to move independently and instead of using a standard nuclear launch module, it was equipped with a weapon, which allowed it to launch a nuclear weapon with no external support. Since it could operate from regions, which were up that point not on the world's nuclear strategy map, it was a weapon that destroyed the sensitive balance of nuclear deterrence and represented an enormous threat to the entire world.

OUTER HEAVEN

A heavily fortified nation formed deep in South Africa in the late 1980's. It was actually a large-scale mercenary dispatchment company created by Big Boss. Although it nearly achieved military supremacy through the development of MetalGear TX-55, the nuclear-equipped walking battle tank, Outer Heaven was destroyed along with Big Boss by Solid Snake, the hero sent by Unit FOXHOUND.

1997 ZANZIBAR

A fortified nation in central Asia ruled by a minority ethnic group. Although the superpowers of the East and West became involved in its 1997 war for independence, it was the activity by Zanzibar's mercenaries, collected from all over the world, which played the largest role in its victory. For that reason, the war became known as "The mercenary war" and it gave rise to a whole new generation of professionals who made a business of war.

BIG BOSS

An extraordinary man who worked as a mercenary for numerous countries during the 1960's. He achieved near mythic status during his lifetime as the famous "Legendary Soldier". In the 1990's, he secretly created "Outer Heaven" while officially serving as commander of Unit FOXHOUND, but he was defeated by Solid Snake.

Later, he formed the nation of Zanzibar, but his plans were once again foiled by Solid Snake. His remains were preserved by the military as a genetic sample of the "Greatest soldier that ever lived".

GREY FOX

Real name: Frank Jaeger. The only man with the honour of receiving FOXHound's highest codename, "Fox". During the "Outer Heaven Revolt", he was the first member of FOXHOUND sent to infiltrate Outer Heaven. He was captured while gathering information about MetalGear TX-55, but was rescued by Solid Snake. After Big Boss left the military, Grey Fox mysteriously disappeared as well. Later, in Zanzibar, he fought against FOXHOUND, alongside Big Boss as he declared war against the rest of the world. Acting on orders, Snake was forced to defeat him.

DEFENCE ADVANCED RESEARCH PROJECTS AGENCY [DARPA]
Defence Advanced Research Projects Agency. A government agency charged with the mission of researching various technologies for use in military applications.

ARMSTECH INC.
A military weapons manufacturing company with its main office in Seattle, Washington. It achieved rapid growth during the Cold War, in what was a boom time for the arms industry, and became the 2nd largest arms manufacturer in the world. It was involved in the development of SDI and the rail gun, but when those projects were terminated they suffered an enormous financial loss. Moreover, although they led the world in the development of stealth technology, they have recently experienced tremendous economic difficulty as a result of their failure in their bid to manufacture the USAF's next line of main fighter planes.

ATGC INC.
A leading company in the field of bioengineering. ATGC is an acronym for adenine, thiamine, guanine and cytosine. The Next Generation Special Forces gene therapy was a joint project between the Department of Defence and the ATGC Company.

MEMSMICROELECTRO MECHANICAL SYSTEM [NANOMACHINES]
Tiny machines created by means of MEMS (MicroElectro Mechanical System) technology. Used in ultra small transmitters and medical DDSs. Although the size is on a micrometer scale, they are referred to as Nanomachines because their single electronic transistor and synergy ceramics employ nanoscale technology. Snake begins this operation after having received an injection of Nanomachines, which include a transmitter, radar and anti-NBC defence systems.

GENE THERAPY
The process by which a person's genomic information is analysed and a copy of the useful genes are inserted into a subject cell. Using this process, advantageous genes were inserted into soldiers to create Genome Soldiers with strong battle skills. These became the Next Generation Special Forces.

STEALTH CAMOUFLAGE
After years of refining stealth technology, ArmsTech created this new type of camouflage. It makes the object blend into the background by performing real-time optic refraction processing in order to render the object as invisible as possible.

POWERED EXOSKELETON
Essentially an artificial externally equipped skeleton designed to raise the wearer's fighting abilities as high as possible. By inserting a cybernetic module into the body at a skeletal level, it became possible to create a cybernetic organism capable of incredible feats of strength and skill. Problems, which had hitherto prevented advances in this technology such as stress concentration and rejection reactions, were overcome through the process of gene therapy.

PAL
Permissive action link. A safety control system built into all nuclear missiles and warheads. It is impossible to launch or lock a nuclear missile without using the PAL.

START
A strategic nuclear missile reduction treaty. To date, Start 1 and Start 2 have been ratified and the strategic nuclear arsenal of both the U.S. and Russia have been reduced to between 3,000-3,500 warheads. "Heavy" ICBMs and MIRV-ICBMs (Multiple Independent Re-entry Vehicles) have been completely abolished. The Start 3 treaty is scheduled to be signed in the near future.

TMD
Theatre Missile Defence. Defensive technology, developed after the termination of the SDI project, designed to deal with the spread of missiles and other weapons of mass destruction. While SDI was intended to be used against long range strategic missiles, TMDS are designed to intercept short-range tactical missiles.

CTBT
Comprehensive Test Ban Treaty. A treaty negotiated in the Geneva Conference on Disarmament by the United Nations and the Arms Control and Disarmament Agency. It abolishes all forms of nuclear testing including underground nuclear tests.

NPT
Non Proliferation Treaty. A treaty theoretically designed to prevent the spread of nuclear weapons to countries other than the "Big 5", U.S., Russia, Great Britain, France and China. In practice, it had little effect.

CAST AND CREDITS

SOLID SNAKE Sean Barker

LIQUID SNAKE James Flinders

MERYL SILVERBURGH Mae Zadler

NAOMI HUNTER Carren Learning

HAL EMMERICH Christopher Fritz

ROY CAMPBELL Paul Otis

MEI LING Kim Nguyen

NINJA George Byrd

NASTASHA ROMANENKO Renne Collette

REVOLVER OCELOT Patric Laine

VULCAN RAVEN Chuck Farley

PSYCHO MANTIS Doug Stone

SNIPER WOLF Julie Monroe

DONALD ANDERSON George Byrd

KENNETH BAKER Bert Stewart

JIM HOUSEMAN Frederick Bloggs

GENOME SOLDIER A Doug Stone
GENOME SOLDIER B Chuck Farley

European package design: Dave Cox (Konami)
Eddie Deighton (department.x)
Russell Uttley (department.x)

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Customer Service Numbers

- **Australia** 1300 365 911

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- **Österreich** 0450 199 000 500*

**(Ein Anruf unter dieser Nummer kostet in der Zeit von 8-18 Uhr ös 8, - - /Min, außerhalb dieser Zeit ös 6, - - /Min.)*

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- **Danmark** 31 23 24 04

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- **Suomi** (09) 887 331

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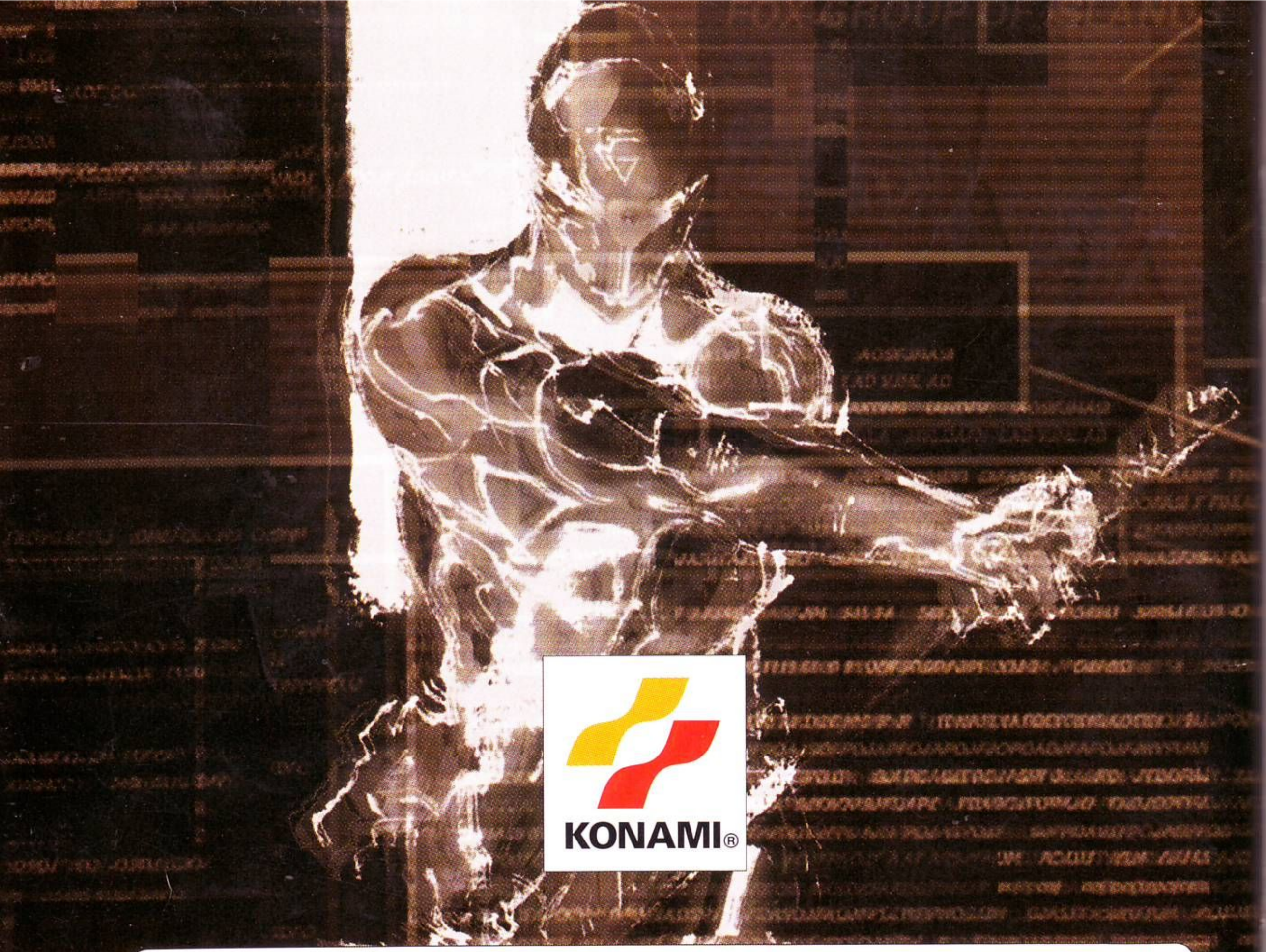

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